VIZ COMICS

Anime & Manga Monthly

ANIMERICA

Vol. 1, No. 0

$4.95 USA/$6.50 CAN

Anime Feature

Macross II

Hottest Anime Release of the Year!
Including: Exclusive Interview with Haruhiko Mikimoto

Anime News

Miyazaki's CrimsonPig, Gundam0083, Ranma 1/2

Anime Reviews

Giant Robo, Ushio and Tora, AD. Police, Supergal

Also

News & Reviews of Manga, Video Games, CDs and Much, Much More!!

Manga Feature

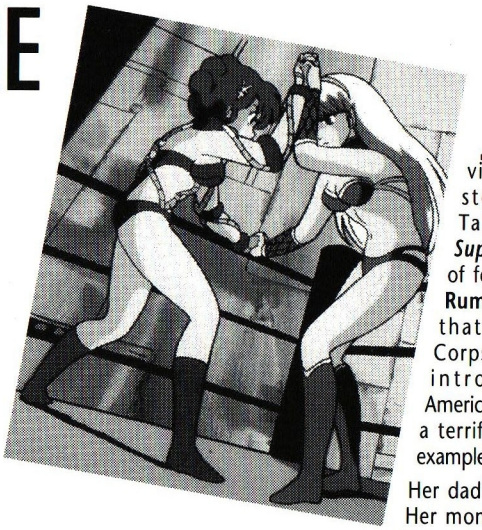
AD. POLICE by Tony Takezaki
SUPERGAL by Rumiko Takahashi

November 1992

No. 0

Premiere Issue!

SCI-FI ACTION-ADVENTURE ANIMATION FOR GROWN-UPS.



Japanese animation is taking the video world by storm. Rumiko Takahashi's ***The Supergal***, the first of four stand-alone **Rumik World** titles that U.S. Manga Corps™ is proudly introducing to American audiences, is a terrifically hilarious example why!

Her dad's an alcoholic. Her mom's an airhead. But by far, Maris' biggest complaint is that she's a Thanatosian. One wouldn't think this such a curse, considering that Thanatosians are six times stronger than the average Earthling. In fact, in Maris' future world, where violent crime abounds, this is a trait that could likely save one's life. Trouble is, the incidental destruction she wreaks on everything she touches has her constantly in debt, despite her reluctant use of an exotic alloy restraint she wears (most of the time) when not in battle. Even her work for the Special Space Police has become a cash drain with all of the fighter craft and space ships Maris has paid to repair, and poor Maris is often found working on her vacations just to break even.

When Maris is assigned to rescue the wealthy and handsome Kogane Maru, it seems that finally something might go right in her life. Just imagine her gallantly dashing into his place of capture, saving him from the terror of his ruthless kidnapper, and marrying him at once Not! In Maris' topsy-turvy world, where characters like Murphy - a fox-like creature who can turn himself into 9 of most anything he pleases - roam free, you'd sooner see a fish riding a bicycle than a heroine ride off into the sunset with her beautiful beau! Maris' fate is far less fairytail-ish than you might expect, but it's definitely more amusing!

The myriads of plot twists, sight gags, nutty characters, and a hilarious surprise during the end credits in this bizarre yet brilliantly crafted sci-fi comedy adventure make it a must-see for animation fans and animation skeptics alike. Never before has animation like this been available in America, and never again will American audiences be caught so amusingly off-guard!

©1992 Central Park Media Corporation

Actual Videocassette Packaging

$34.95
suggested retail price
(prices may vary in Canada)

Order Cut-off: 10/21/92
Street Date: 11/11/92
Catalog No: USM 1043
Genre: Action-adventure comedy. Original Japanese dialogue with English subtitles. Unrated. Suitable for most audiences. Slight nudity. Parental discretion is advised.

U.S.MANGA™ CORPS

Anime & Manga Monthly
ANIMERICA
November, 1992 Vol. 1, No. 0

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Superdimensional Fortress

MACROSS II, "LOVERS AGAIN"

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★MIKIMOTO MANIA!

An Exclusive Interview with the Ever-Popular Character Designer

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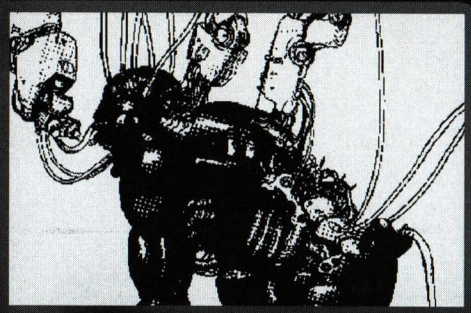

SUPERGAL

Plagued by poverty, Maris is forced into a life of bounty hunting in order to pay the bills caused by her superabilities. With strength like hers, who needs kryptonite? The laughs roll in as the damages mount in this one-of-a-kind comedy from manga wunderkind **Rumiko Takahashi**. Another ANIMERICA exclusive..... **39**

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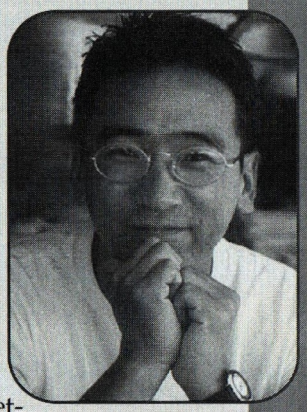
From the Editor



Dear Anime and Manga Fans,

Welcome to the premiere issue of ANIMERICA, *Anime & Manga Monthly*. It was created with a sincere belief in the need for cross-cultural communication, that which makes our lives richer and helps people to understand each other better. Viz has been introducing Japanese popular culture to American fans by publishing English-language adaptations of Japanese comics since 1987. And now we're expanding to another aspect of Japan's popular culture—animation.

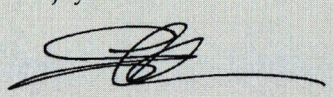
ANIMERICA's unique position as a conduit between Japan and America gives readers the chance to access information once available only to an elite few. Behind-the-scenes interviews with the creators themselves provide an invaluable insider's view to the anime and manga industries in Japan.

With all the changes in the rapidly expanding American anime industry—new English-language anime productions, manga translations and retail merchandisers—it's more important now than ever to have a direct, reliable source of anime and manga information. One of ANIMERICA's most important goals is to bring American fans information from both sides of the Pacific. We believe that ANIMERICA, as the title indicates, will be the first magazine to devote as much space to the American anime and manga industry as other magazines do to the Japanese.

In Japan and America, the anime and manga industries are not separate; they're two sides of the same coin. Just as in the best Japanese anime magazines, ANIMERICA is pleased to be able to present new and original English-language adaptations of the hottest manga titles each month. We think it's only natural that we present the two as an interrelated whole.

With ANIMERICA, we believe we're making a strong commitment to the developing American anime and manga scene. It's been said that American fans are much like their Japanese counterparts ten to fifteen years ago. By making our strongest effort to help both American fandom and the American industry grow, it's our hope that ANIMERICA will help that time pass a little more quickly.

Enjoy.



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Anime & Manga Monthly

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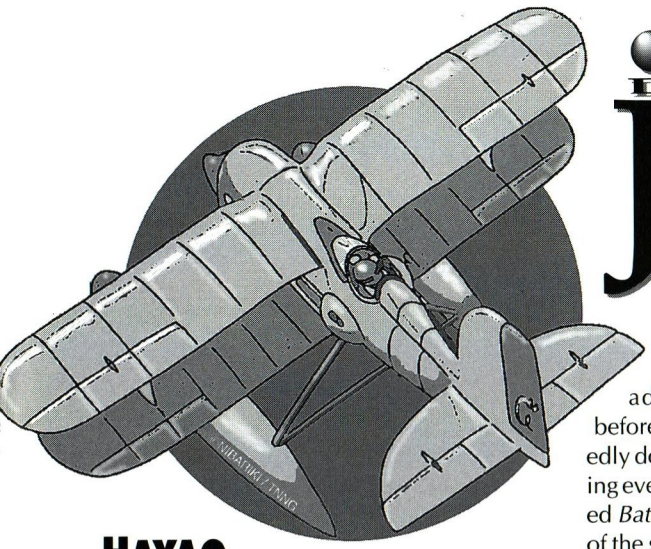
ANIMERICA is published monthly by Viz Communications, Inc./P.O. Box 77010/San Francisco, CA 94107.

©Viz Communications Inc., 1992. All rights reserved. Subscription rates: $48.00 for one year; $89.00 for two years. *AD Police* ©Artmic/Tony Takezaki, 1992. *The Supergal* ©Rumiko Takahashi/Shogakukan, Inc., 1992. *Macross II* ©Big West/Macross II Project, 1992.

What's new? What's hot? And where can I see it? In this section, ANIMERICA brings you the best of the current releases and the latest news straight from the Japanese anime industry itself. In this issue, we look at the three biggest anime hits of the summer.



Hayao Miyazaki's Latest Movie, The Crimson Pig

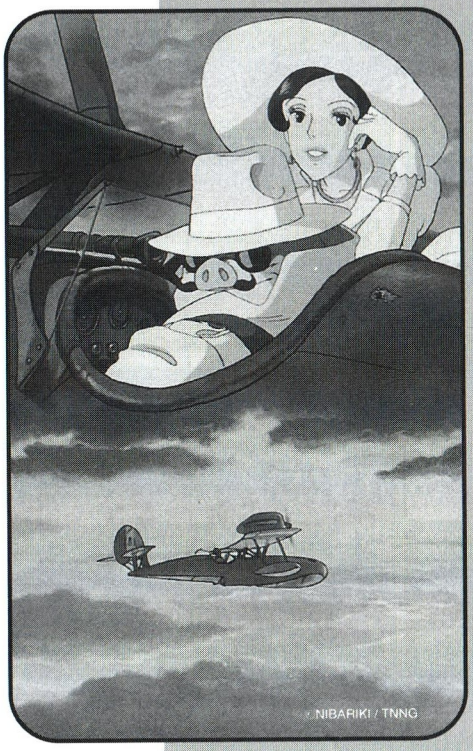
In the 1920s, men were men and pigs were pilots...at least, one very special pig nicknamed Porco Rosso. Crimson Pig *is the latest film from beloved animator Hayao Miyazaki (*Nausicaä, Kiki's Delivery Service*), and features the music of frequent collaborator Jo Hisaishi.*

Crimson Pig is set in the less than halcyon days of the Adriatic Sea, where unemployed pilots make their living as air pirates. Porco, a former WWI ace transformed into a pig to avoid becoming a tool of Italy's fascist government, must make his living as a bounty hunter by bringing in the pirates he perhaps once flew with as comrades.

Porco's beloved scarlett Savoia S-21 is shot down over the Adriatic by the American pilot Curtis, enemy of Porco and suitor for the hand of lovely French lounge singer Gina with whom Porco is also in love.

Porco travels to a factory in Milan to have his plane repaired and meets Fio, spunky 17-year-old granddaughter of shopkeeper and old friend Piccolo. After proving her mechanical genius (all the men are off looking for work), Porco takes Fio along as a reluctant co-pilot. Curtis spots Porco's return and sets up an ambush. A deal is struck—if Curtis wins, Fio will become his bride. If Porco wins, Curtis will pay for all repairs to the Savoia (plus a little extra on the side).

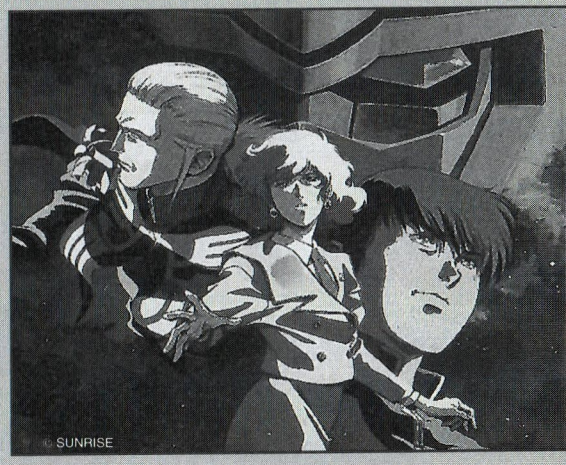
Crimson Pig is based on an illustrated essay that appeared in *Model Graphix* magazine and is based on an original story by Miyazaki. In addition to directing, Miyazaki also wrote the script. The film was released in Japan during mid-July, but lucky patrons of Japan Air Lines were treated to an advance screening several weeks before its premiere. *Crimson Pig* is reportedly doing very well at the box office (grossing even more domestically than the imported *Batman Returns*) and, unlike many other of the summer's films, is receiving high critical acclaim.



Mobile Suit Gundam 0083 Movie, "Zion's Fading Light"

Coming close on the heels of the poorly received Gundam F-91 *movie,* Mobile Suit Gundam 0083, Zion's Fading Light *is not only an improvement, it's the brightest star to appear in the* Gundam *universe in years.*

Two years after the One-Year War, the Earth Federation faces a new threat in the Delars Force, fanatical remnants of Gilen Zabi's personal troops sworn to revive the Zion Empire at any cost...even the dropping of another colony on Earth.



Basically a 110-minute compilation of the twelve-volume, five-hour *Stardust Memory* OAV series, *Zion's Fading Light* is recut and rerecorded with ten minutes of original animation sprinkled throughout to tie it all together. Co-written by Yoshiyuki "Father of Gundam" Tomino, the movie focuses on the events in the latter half of *Stardust Memory*.

More than just a rehash, producer Minoru Takanashi claims that *Zion's Fading Light* can stand alone as a separate feature. The movie ended its theatrical run to coincide with the release date of the final OAV volume in Japan, September 24.

Ranma 1/2, "Battle at Togenkyo! Get Back the Brides!"

*Manga wunderkind Rumiko Takahashi (*Urusei Yatsura, Maison Ikkoku*) has always been popular for her female characters, but this summer fans of the willy-nilly transsexual Ranma 1/2 will really have something to get worked up about. Not one but six scantily clad vixens star in the latest* Ranma *road movie,* Battle at Togenkyo! Get Back the Brides!

Ranma and the rest of the gang go to the South Seas and are shipwrecked on a small island. They encounter a young illusionist named Toma who uses his powers to abduct Kasumi, Nabiki, Akane,

Shampoo and Ukkyo. In order to rescue them Ranma must join a bridal competition which includes events such as "survival flower arranging" and "obstacle-course cooking." Who will be chosen as the lucky bride?

Featuring character designs/art direction by Atsuku Nakajima (*Ranma 1/2* TV series, *Maison Ikkoku*) and direction by Kou Suzuki, *Get Back the Brides!* made its Japan debut last August in a double-feature with the *Yawara!* movie. Both features are released through Kitty Film. ☆

HOT FLASHES

New from the ever-popular team of character designer Haruhiko Mikimoto (*Macross, Orguss*) and mecha designer Shoji Kawamori (*Macross, Dangaio*) is *Talking Head*, a sort of *Otaku Video* aimed at the anime industry rather than anime fans.

According to producers, the story will center around the making of an animation film and will feature both live and animated sequences. Characters in the film are named after actual industry professionals, and the content is rumored to be "pretty true to life."

Talking Head was released October 10th from Reembodiment Films and should make the jump to video within a few months.

Toshio Maeda, creator of the ultraviolent/pornographic shocker *Wandering Boy*, is back with a new OAV based on his original comic.

Monster Battleline is the story of a young Japanese boy obsessed with video games who finds a computer supposedly used during WWII (how Maeda plans to earn his usual NC-17 rating with this story can only be speculated). Staff on the OAV is the same as *Wandering Boy* with one exception—the voice of the main female character is played by a well-known Japanese adult video actress. Brought to you earlier this summer by the producers of the infamous *Cream Lemon* series.

Originally an Osamu Tezuka comic, the live-actionTV show American fans know as *Space Giants* will soon become an OAV.

Unlike the 1966 TV show *Ambassador Magma*, producers say the new OAV will be faithful to Tezuka's comic. Production is by Tezuka Productions and Bandai; direction is by Hidehito Ueda (*Three Eyes are Coming*). No release date has been set. ☆

WHAT THEY SAY THEY'RE WATCHING

The Top Ten TV Shows in Japan Based on Animage Magazine Readers' Polls

1 ***Yawara!***
Japan TV • Mondays @ 7:30 p.m. 304

2 ***Dragon Ball Z***
Fuji TV • Wednesdays @ 7:00 p.m. 301

3 ***LOVELY SOLDIER Sailor Moon***
TV Asahi • Saturdays @ 7:00 p.m. 243

4 ***DRAGON QUEST Adventure of Dai***
TBS • Thursdays @ 7:00 p.m. 240

5 ***Little Miss Maruko***
Fuji TV • Sundays @ 6:00 p.m. 224

6 ***Ranma 1/2***
Fuji TV • Fridays @ 5:30 p.m. 207

7 ***Mama is a Fourth-Grader***
Japan TV • Fridays @ 5:00 p.m. 197

8 ***Sazae-San***
Fuji TV • Sundays @ 6:30 p.m. 194

9 ***LEGENDARY WARRIOR Da-Gan***
TV Asahi • Saturdays @ 5:00 p.m. 165

10 ***MAGICAL PRINCESS Minky Momo***
Japan TV • Wednesdays @ 5:00 p.m. 150

...AND WHAT THE RATINGS SAY THEY'RE WATCHING

The Tokyo Top Ten TV Shows Based on Rating Shares Compiled by Video Research

1 ***Sazae-San***
Fuji TV • Sundays @ 6:30 p.m. 22.5%

2 ***Dragon Ball Z***
Fuji TV • Wednesdays @ 7:00 p.m. 18.9%

3 ***Little Miss Maruko***
Fuji TV • Sundays @ 6:00 p.m. 17.8%

4 ***Doraemon***
TV Asahi • Fridays @ 7:00 p.m. 15.3%

5 ***Yawara!***
Japan TV • Mondays @ 7:30 p.m. 13.3%

6 ***DRAGON QUEST Adventure of Dai***
TBS • Thursdays @ 7:00 p.m. 10.1%

7 ***Marude Dameo ("Kid Helpless")***
Fuji TV • Saturdays @ 6:30 p.m. 9.8%

8 ***Ranma 1/2***
Fuji TV • Fridays @ 5:30 p.m. 8.2%

9 ***FIERY FIGHTING Baseball Boy***
TV Tokyo • Mondays @ 7:00 p.m. 7.9%

10 ***Animated Japanese Folktales***
TBS • Saturdays @ 7:00 p.m. 7.8%

Between the Covers

Highlights from the Top Japanese Anime Magazines

OCTOBER,1992

Japan publishes more books and magazines than any other nation in the world. Naturally, this means more publications devoted to anime and manga. Use this handy guide to keep up with the exciting (but sometimes confusing) anime and manga world.

Animage (Tokuma Books)

- Summer Memories from the Voice Actors of *Lovely Warrior Sailor Moon*
- Fall '92 TV Lineup
- "Girls with Winged Hearts," *Sailor Moon/Yadamon/Mama is a Fourth Grader/Minky Momo*
- "The End of Stardust," the Dramatic Conclusion to the *Gundam 0083* Movie
- Final Episodes of *Yawara!/Ranma 1/2/Dragon Quest: Adventure of Dai*
- Sneak Preview! Leiji Matsumoto's Latest Project
- "Seven Years of Miracles"—A Visit to Hayao Miyazaki's Studio Ghibli
- GIVEAWAYS: *Crimson Pig* Playing Cards

Animedia (Gakken)

- "Find the Booby Trap!" Secrets from *DaGan/Sailor Moon/Tekkaman Blade*
- "A Dry Goodbye," Final Episodes of *Dragon Quest/Ranma 1/2/Yawara!/Others*
- Fall '92 TV Lineup: *The Poltergeist Report/Papuwa of the South Seas/Big Sister's Ribbon/Tangerine Diary/Others*
- "OAV Big-Three" Report: *Cyber Formula/Raijin-O/Takamaru*
- GIVEAWAYS: *Raijin-O* Guidebook/*Cyber Formula* and *Ganbaruga* Poster/"Beautiful Girls" Sticker Set

Anime V (Gakken)

- FEATURES
  This is Greenwood III/Kojiro of the Fuma Clan/Raijin-O/Ushio and Tora/Desperate Love 1989/KO Century, the Three Beastketeers
- Celebrity Voice-Actor Interviews
- *Demon Hunter Yoko*, Written by Juzo Mutsuki and Illustrated by Takeshi Miyao
- True-False OAV Quiz
- OAV NAVIGATOR
  Compiler/Everyday is Sunday/Tokyo Babylon/Genji/Oz/Ellcia/Others
- GIVEAWAYS: *Compiler* and *Genji* Poster

Newtype (Kadokawa Books)

- "All About Gundam," *Gundam 0083* Movie Climax PLUS Tomino Talks About Original *Gundam*
- *Ranma 1/2* and *Yawara!* Final Episodes
- "*Tekkaman* Turning Point"
- Interview with Rumiko Takahashi
- *Five Star Stories* by Mamoru Nagano
- *Dark Angel* by Kia Asamiya
- *Marionette Generation* by Haruhiko Mikimoto
- The Official Art of *Ushio and Tora*
- *St. Elmo's Fire at 600 Million Km*, Written by Ken Udo and Illustrated by Hajime Katoki
- *Gaigear* by Yoshiyuki Tomino
- GIVEAWAYS: *Tokyo Babylon* Poster

VIDEO CLIPS

JAPAN'S TOP TEN

This Month's Bestselling Animated Videos, Compiled by Original Confidence Research Company (Oricon)

1. ***Desperate Love 1989***
   Shueisha • ¥9800
2. ***Patlabor Music Clips***
   Bandai/Tohoku Shinsha • ¥5800
3. ***Little Stories for Sleepless Nights 2***
   Amuse • ¥3800
4. ***Video Girl Ai*** • Volume 5
   Victor Music • ¥4500
5. ***Princess Army*** • Act I
   Sony Music Entertainment • ¥4800
6. ***Peter Pan*** (Japanese-Dubbed Version)
   Disney Home Video Japan • ¥5700
7. ***Little Mermaid*** (English w/Japanese Subtitles)
   Disney Home Video Japan • ¥5700
8. ***Little Mermaid*** (Japanese-Dubbed Version)
   Disney Home Video Japan • ¥5700
9. ***Fantasia***
   Disney Home Video Japan • ¥5700
10. ***Superdimensional Fortress Macross II*** • Volume 2
    Bandai • ¥4800

A Unique Perspective from our Manga and Anime Insider

FROM THE FOREST

As a manager of Manga no Mori *("Comics Forest"), the largest comic/anime merchandise specialty chain in Japan,* ***Takashi Oshiguchi*** *has been involved in the industry not only as a retailer but as a journalist for more years than he can count. In addition to his many articles, Oshiguchi writes occasionally for* Animage *magazine and had his own column in the recently defunct comic trade journal* Comic Box.

On Japanese and American Anime Fans

One of the more noticeable differences among Japanese anime fandom may well be the fervor of its female fans. Ranging from teens to office workers, they all seem to idolize anime characters as though they were real celebrities. Even the voice actors of these characters are put upon pedestals.

Themes and stories are secondary. Characters, more than anything else, are the deciding element. Female fans devour the boys in *Saint Seiya* and *Samurai Troopers* while male fans have their own dream girls. Maybe it's just me, but I've never heard of American anime fans going this crazy for voice actors or the characters they bring to life.

I've heard American fans energetically discussing the meaning of a work's theme or the structure of its story. Interest in characters is also high, but more often it comes up in the process of understanding the work itself more deeply. It seems unlikely that interest in the characters stands out as they do among Japanese fans.

In Japan, the popularity of anime titles comes and goes in rapid cycles, perhaps because most of the 36 weekly animated TV shows reach the end of their broadcast life span within a year, making way for the new crop of shows. Japanese anime fans, especially female fans, choose to focus their attention upon the latest anime and don't spare a moment for past shows. How transitional this seems compared to the U.S., where anime titles have such fixed, deeply rooted popularity.

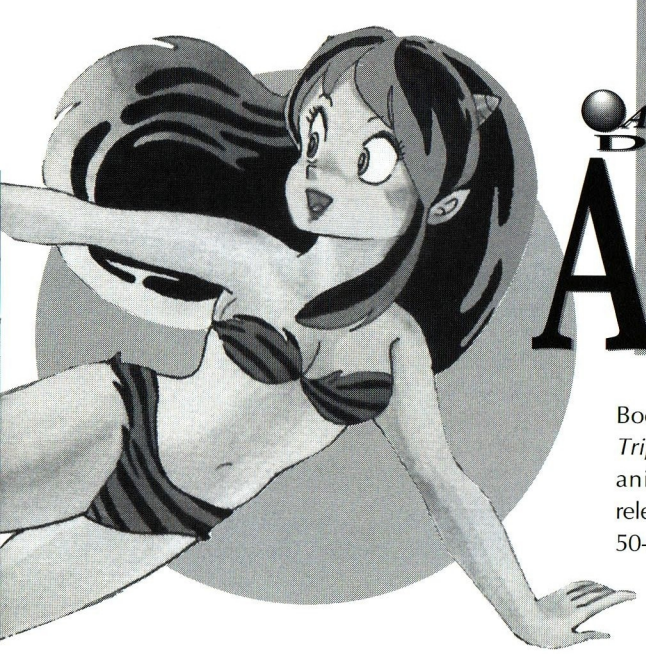
This difference between Japanese and American fandom may well come from the disparity in the number of titles and the amount of information available. In Japan, a fan must make complicated choices based on their own criteria in order to find a favorite among an enormous pool of various titles. The reason why choices are based primarily on the characters may be that it is the aspect most easily discernible.

In the U.S., where fewer anime titles are available, the criteria of fans' choice seems to lie in the deeper aspects. As animation is increasingly introduced to the U.S. as though it were Japan, I believe that the way the fans make their choices will most likely change as well.

OAV Release Schedule Coming Soon in Japan

Direct from Japan, this month's most accurate and up-to-date original animation video release schedule.★= Not yet known. ❤ = Series reviewed in this issue.

ON SALE	FORMAT	TITLE	ORDER NOS. (VHS/LD)	SOLD THRU	PRICE (VHS/LD)	LENGTH	PRODUCTION COMPANY
11/1	VHS/LD	*New Century GPX Cyber Formula 11*, Vol. 1	VPVV-63115/VPLV-70218 (CLV)	VAP	¥4800/4800	0:30	Sunrise
11/1	VHS/LD	❤*Ushio and Tora*, Vol. 2	SA4392/★	Shogakukan/Toho Video	¥4800/H	0:27	Pastel
11/21	VHS/LD	*Takamaru*, Chapter One	BES-793/BEAL-545	Bandai/Japan Victor	¥4800/¥4800	0:25	J.C. Staff/Studio Live
11/21	VHS/LD	❤*Superdimensional Fortress Macross II*, Vol. 6	BES-668/BEAL-409 (CAV)	Bandai	¥4800/¥4800	0:25	A.I.C./Oniro
11/21	VHS/LD	*Kojiro of the Fuma Clan*	★/★	Sony Music Entertainment	¥9800/¥6600	0:60	Animate Film
11/21	VHS/LD	*Black Lion Warrior*	★/★	Japan Columbia	¥8800/¥8800	0:45	Dynamic Planning
11/21	VHS/LD	*Heroic Legend Dragon Slayer*, Vol. 2	★/★	Amuse Video(King Record)	¥5800/¥5800	0:30	Dragon Slayer Project
11/25	VHS/LD	*Crying Freeman 5*	TMO1291/★	Toei Video	¥12,381/★	★	Toei Pictures
11/25	VHS/LD	*Green Legend Ran*	PIVS-1154/PILA-1130 (CLV)	Pioneer LDC	¥10,094/¥8034	0:45	MTV
11/25	VHS/LD	*No Need for Tenchi! Demon Emperor Ryou 3*	PIVA-1003/PILA-1135 (CLV)	Pioneer LDC	¥4800/¥4800	0:30	A.I.C.
11/25	VHS/LD	*Filena the Eternal*, Chapters Five & Six	TKVA-60451 & 60452/TKLA-50073 (CAV)	Tokuma Japan Communications	¥4800/¥6800	0:30	Pierrot Project
11/26	VHS	*Oruorane the Cat Player*	★	Polydor	¥4800	0:30	J.C. Staff
11/27	VHS/LD	*Epic Fantasy Ellcia*	JHE-398/★	CIC/Victor(Japan AVC)	¥4660 no tax/★	0:42	J.C. Staff
11/27	VHS/LD	*Sword Against Spirits*, Prologue	★/★	Shueisha/Takara	¥5129/★	0:30	Magic Bus



Anime News Dateline AMERICA

The best of the current releases and the latest news straight from the American anime industry. With the emergence of U.S.-based anime subbing and dubbing companies, it's more important now than ever to know who's releasing what, where, why and how. ***Dateline: America*** *is your one-stop U.S. anime information source.*

MAMMOTH COMEDY SERIES URUSEI YATSURA ON HOME VIDEO

Calling it "a dream come true," AnimEigo announced the signing of a license with Compass Inc. of Tokyo, Japan for North American home video release of the cult comedy *Urusei Yatsura* in TV, OAV and movie formats.

Loosely described, *Urusei Yatsura* is a wacky "boy meets alien" comedy in the best tradition of manga wunderkind Rumiko Takahashi. Schoolboy Ataru Moroboshi, described as "the world's most unlucky teenager," must become Earth's champion in a game of tag with Lum, an invading alien princess in a tiger-striped bikini. At stake is the fate of the Earth...and this is only the beginning!

AnimEigo began releasing the 196 half-hour animated TV episodes, eleven OAVs and six animated motion pictures in its original Japanese with English subtitles in October on two tracks. The first track consists of the TV series (four 25-minute episodes per tape), released on the 8th of each month. The second track consists of the movies (one per tape), followed by the OAVs (one or two per tape, depending on length), released on the 22nd of each month. Each tape will retail for $39.95.

AnimEigo will also release the Takahashi hit comedy *The Supergal*, first published in a compilation volume of original comics under the title "Rumic World" by Shonen Sunday Books in 1984. Several other stories—*Fire Tripper, Laughing Target*—have also been animated but *Supergal* is the first to be released in an English-language version. The 50-minute high-powered tale of love, money and wrestling will be released this November and will retail for $34.95.

U.S. RENDITIONS DUBBED RELEASES

Featuring a limited print run of 500 tapes each of the first *Guyver*, *Orguss* and *Macross II* volumes, U.S. Renditions and L.A. Hero premiered their new lineup of English-dubbed Japanese animation videos at Anime Expo '92 on the Fourth of July weekend.

Although the AE '92 special edition tapes are no longer available, a differently packaged version of each series is now retailing at $24.95 (because it features three episodes, *Orguss* Vol. 1 will retail at $29.95). The second volumes of *Guyver*, *Orguss* and *Macross II* are now available as well.

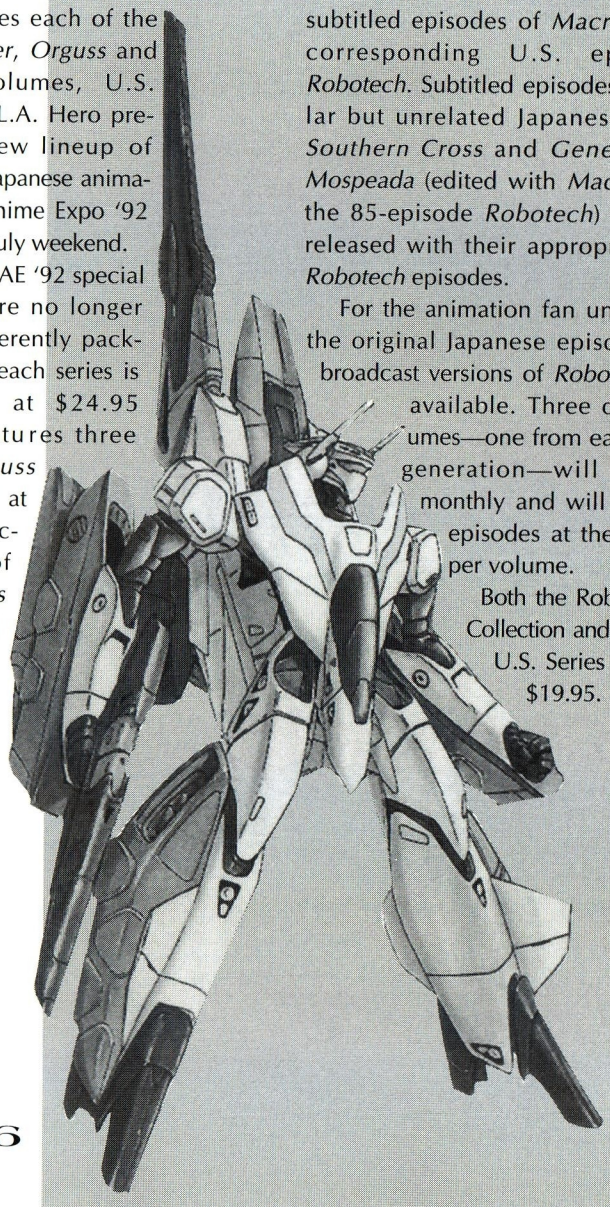
ROBOTECH'S STREAMLINED RETURN

In what must be one of the shrewdest marketing maneuvers in recent memory, Streamline Pictures announced the release of the "Robotech Perfect Collection," a dual Japanese/English video compilation of the ever-popular 1982 science fiction TV series, *Superdimensional Fortress Macross.*

Each monthly volume of the Robotech Perfect Collection includes two uncut, subtitled episodes of *Macross* with the corresponding U.S. episodes of *Robotech*. Subtitled episodes of the similar but unrelated Japanese TV shows *Southern Cross* and *Genesis Climber Mospeada* (edited with *Macross* to form the 85-episode *Robotech*) will also be released with their appropriate English *Robotech* episodes.

For the animation fan uninterested in the original Japanese episodes, initial-broadcast versions of *Robotech* are also available. Three different volumes—one from each *Robotech* generation—will be released monthly and will cover all 85 episodes at the rate of four per volume.

Both the Robotech Perfect Collection and the Robotech U.S. Series will retail for $19.95. ☆



Hud's View
ANIMERICA's Own Essayist on the State of Our Art

James D. Hudnall *is a comic book writer known for such works as* Espers, Interface, Lex Luthor: The Unauthorized Biography, The Psycho *and upcoming projects such as* Twister, Streets, Sinking *and* Harsh Realm. *He's been a Japanese animation fan since 1981 and does rewriting work on books such as* Mai the Psychic Girl, Silent Möbius *and the comic adaptation of* Macross II. *In each installment of* ***Hud's View****, he'll explore the differences and similarities between the related Japanese and American comic and anime industries.*

Influences from Abroad

In the 1940s, Walt Disney's company was the premiere animation house in the world. The films that Disney produced made a profound influence on people the world over.

Across the Pacific in the country of Japan, a young medical student named Osamu Tezuka was stricken by the style of *Snow White, Sleeping Beauty, Pinocchio* and many others. He began to cartoon feverishly, possessed by what he saw. And in 1947 he came out with his first comic strip, *New Treasure Island,* which was the debut of what came to be known as the "Tezuka style." This style can be best described as cinematic storytelling in the service of simple, yet powerful, emotional tales.

But Tezuka wasn't satisfied just with drawing comics. He wanted to animate like his American counterpart. So, in the early 1960s, *Astro Boy* became an animated TV show. Before long Japan was producing a plethora of animated shows, many of which made their way to the United States.

Meanwhile, in America, TV animation was also being produced in droves, but unlike the excellent theatrical animation of the '30s and '40s, American TV animation was often crude and simplistic. To make matters worse, several so-called "parents' groups" jumped on the networks and forced them to tone down their already simple cartoons until they became meaningless fluff with contrived moral messages.

Undeterred by any such censorship in their country, the Japanese animators began to experience an amazing boom of creativity. Shows such as *Mobile Suit Gundam, Space Cruiser Yamato, Urusei Yatsura, Galaxy Express 999* and *Cyborg 009* began popping up all over the place. These shows became so popular they inspired successful movies, which in turn became more competitive in an effort to out-animate the other. New techniques were employed, more daring stories plotted. By contrast, American animators were stuck doing things which focused on (un)funny animal characters having insipid adventures.

It was only a matter of time before the Japanese animation began to make inroads over here. People were getting their hands on the stuff and showing it to their friends. Clubs were formed. Rights were obtained. Viewers were popping up all over.

Needless to say, many of these viewers were American animators. After all, professionals like to keep up on what others in their field are doing. And seeing how the Japanese were allowed to do so many interesting things, while they had to work for studios with no vision or interest in doing new things, the animators started to sneak stuff in. Others decided to strike out on their own. Before you knew it, all sorts of new permutations were beginning to happen. The most visible of this "new" type of cartoon was *The Simpsons*, described by creator Matt Groening as "an animated sitcom."

Japanese animation continues to grow in popularity here. And as it grows in popularity, so will the diversity of American animation projects. *Ren and Stimpy* would probably never have happened if not for the example of the Japanese. If they didn't show us the diverse kinds of stories that can be told, we might still be rehashing *Scooby-Do* and *The Smurfs*.

It just goes to show how what goes around comes around. Sometimes, around the world.

VIDEO CLIPS
AMERICA'S TOP TEN

This Month's Bestselling Animated Videos, Compiled by Capital City Distribution, Inc. (September, 1992)

1. ***Macross II*** • Volume 1
   U.S. Renditions/L.A. Hero • $24.95
2. ***Fist of the North Star***
   Streamline Pictures • $29.95
3. ***Guyver*** • Volume 1
   U.S. Renditions/L.A. Hero • $24.95
4. ***Castle of Cagliostro***
   Streamline Pictures • $29.95
5. ***Orguss*** • Volume 1
   U.S. Renditions/L.A. Hero • $29.95
6. ***Wanna-Bes***
   U.S. Manga Corps™ • $34.99
7. ***Kimagure Orange Road*** • Volume 3
   AnimEigo • $39.95
8. ***Nadia*** • Volume 5
   Streamline Pictures • $14.95
9. ***Dracula*** (Japanese Animation)
   Live • $14.98
10. ***Frankenstein*** (Japanese Animation)
    Live • $14.98

Video Release Schedule Coming Soon in America

News on the latest releases from the American subtitled and dubbed animation industry. ★= Unlisted/Unknown. ❤ = Series reviewed in this issue.

SCHEDULED RELEASE	FORMAT(VHS/LD)	TITLE	CATALOG NOS.	SOLDTHRU	PRICE(VHS/LD)	NOTES
11/1	Subtitled VHS	*Kimagure Orange Road, "I Want to Return to That Day"*	AT092-010	AnimEigo	$39.95	Theatrical release
11/8	Subtitled VHS	*Urusei Yatsura* • Volume Two	AT092-102	AnimEigo	$39.95	Episodes 5-8 of TV series
11/11	Subtitled VHS/LD	❤*The Supergal*	USM 1043	U.S. Manga Corps™	$34.95	Part of Rumiko Takahashi's "Rumic World" series
11/15	Subtitled LD	*Bubblegum Crisis* • Volume One	AD092-002	AnimEigo	$64.95	OAV volumes 1-3; first of four-disc CLV set
11/22	Subtitled VHS	*Urusei Yatsura, "Beautiful Dreamer"*	AT092-202/USM 1039	AnimEigo/U.S. Manga Corps™	$39.95	Second *UY* film; AnimEigo /USMC™ joint release
NOV	Dubbed VHS	*3 x 3 Eyes* • Volume One	90303	Streamline Pictures	$14.95	Four-volume series based on comic by Yuzo Takada
NOV	Dubbed VHS	*Fight! Iczer-One* • Volume One	★	U.S. Renditions	$24.95	First two OAV volumes on one tape
NOV	Subtitled VHS	*Guyver* • Volume Two	★	U.S. Renditions	$24.95	Based on comic of same name
NOV	Dubbed VHS	❤*Macross II, "Lovers Again"* • Volume Two	★	U.S. Renditions	$24.95	Episodes 3-4 of three-volume OAV series
NOV	Dubbed VHS	*Nadia* • Volume Six	90313	Streamline Pictures	$14.95	Adaptation of *Nadia of the Mysterious Seas* TV series
NOV	Subtitled VHS	*Orguss* • Volume Two	★	U.S. Renditions	$24.95	From the creators of *Macross*
NOV	Dubbed VHS	Robotech Collection	★	Streamline Pictures	$19.95	Four dubbed *Robotech* episodes per tape
NOV	Subtitled/Dubbed VHS	Robotech Perfect Collection	★	Streamline Pictures	$19.95	Two subtitled Japanese episodes w/corresponding *Robotech* episodes
NOV/DEC	Dubbed VHS	*Dirty Pair, "Affair on Nolandia"*	★	Streamline Pictures	$24.95	Features character designs by Tsukasa Dokite (*City Hunter*)

"LOVERS AGAIN"

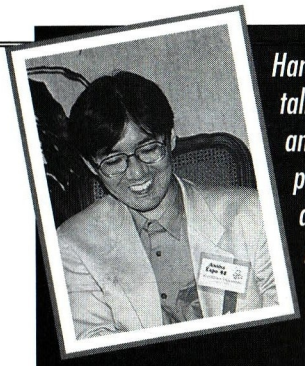
This October marks the tenth anniversary of what is arguably the most revolutionary Japanese animation series ever produced, *Superdimensional Fortress Macross*. The series defined the transformable robot genre in Japan and gained a worldwide following through various English, French, and Spanish adaptations.

Beginning in August '92, the first of the six-volume *Macross II* OAV series "Lovers Again" was released simultaneously in Japan and the United States. This month, ANIMERICA takes a look at the most eagerly anticipated anime sequel ever with an exclusive interview with one of the industry's most popular character designers, Haruhiko Mikimoto. Included as a special bonus is a look at the world of *Macross* both old and new with "Do You Remember Merchandising?," an exhaustive product listing; "From the Annals of U.N. Spacy," a joint Japan/U.S. *Macross* timeline; and an overall view of the *Macross II* OAV and comic series.

By ROBERT NAPTON

AN EXCLUSIVE INTERVIEW WITH THE EVER-POPULAR CHARACTER DESIGNER

Mikimoto Mania!



Haruhiko Mikimoto talks about American anime fans, recent projects and why he doesn't do idols anymore. By ***James Matsuzaki***

As the character designer for the *Superdimensional Fortress Macross* TV series, Haruhiko Mikimoto introduced the U.S. to his well-loved characters Lynn Minmay, Hikaru Ichijo (Rick Hunter) and Misa Hayase (Lisa Hayes) through its syndicated English adaptation known to American fans as *Robotech*.

Mikimoto is also the character designer for the *Superdimensional Century Orguss* TV series, widely confused by fans as the sequel to *Macross*. Other works include *Do You Remember Love?*, the *Macross* movie; *Megazone 23*, the beginning of the current OAV era; *Salamander*, based on the game of the same title; the anime adaptation of Eiichiro Saito's *High-Speed Jecy* novel series; *Aim for the Top! Gunbuster*, featuring the bouncing bustline that would eventually become a Gainax trademark; and the bittersweet *Mobile Suit Gundam 0080, A War in the Pocket* OAV series. Mikimoto's non-animation related work includes the manga *Marionette Generation*, currently serialized in Kadokawa's monthly *Newtype, The Moving Pictures Magazine*, in addition to a series of illustration books.

Mikimoto's most recent project is no secret—in fact, it's the most eagerly awaited sequel this year. *Macross II, "Lovers Again"* is currently being released as a three-volume OAV sequel to the TV series and movie, and also as a ten-volume official adaptation from Viz Comics.

Mikimoto was one of the Guests of Honor at the anime and manga convention Anime Expo '92, held on the Fourth of July weekend in San Jose, California. *ANIMERICA* managed to squeeze a few moments into the mild-mannered character designer's hectic schedule for this introspective interview. Special thanks go to Expo staffers Peter Wong and Shu Fuji.

A: How does it feel to work on a *Macross* project after ten years?

M: Well, since the directors are different, it feels as though it's a totally different animation project.

A: What was the creative atmosphere like on the *Macross* TV series? How did you become involved in the project?

M: I remember a desire among the staff to create something different, something unlike anything else on the air at that time. Before *Macross* started I was working at Studio Nue, and it was friends of mine from Studio Mirage who recruited me for *Macross*.

A: If you were to compare the two working environments on the first *Macross* TV series and now, on the *Macross II* OAV series, how would you describe the differences?

M: For *Macross II* a lot of the art crew are young. They grew up watching *Macross*, so naturally they're pleased to be working on the project.

A: What sort of influences have entered your art since the first *Macross*? Do you have a particular character you most enjoy drawing?

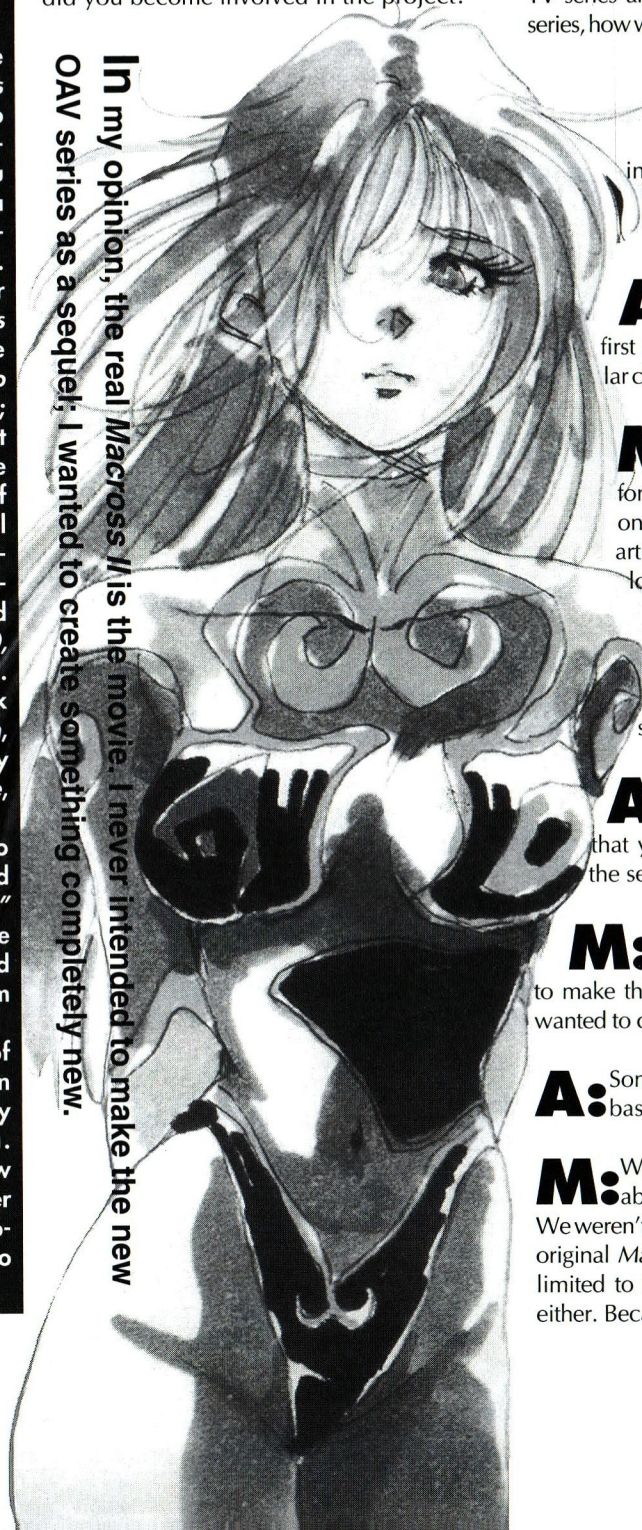
M: There have been several influences upon my art, but for a number of reasons there isn't one I can single out. I feel that every artist has something to share with fellow artists, so each one of them has had an influence upon me. As for a favorite character, I have special memories for each and every one I create, so I couldn't say which is my favorite.

A: Was there anything you wanted to do in the first series that you're finally able to do now in the second?

M: In my opinion, the real *Macross II* is the movie. I never intended to make the new OAV series as a sequel; I wanted to create something completely new.

A: Something that just happens to be based on *Macross*?

M: Well, there wasn't much choice about that—the producer insisted. We weren't allowed to use characters from the original *Macross* series, but then we weren't limited to the original mechanical designs, either. Because everyone watching *Macross*



In my opinion, the real *Macross II* is the movie. I never intended to make the new OAV series as a sequel; I wanted to create something completely new.

Superdimensional Fortress
MACROSS II

In the original series, the director and I shared a vision in what we wanted

expects to see a Valkyrie, though, we were obliged to name our new mecha similarly.

We've tried to take into account the changes in popular culture since the first series. At the time of the first *Macross*, Japan was in the middle of a "idol boom" [singers more popular for their looks than their ability], and we tried to reflect that. In *Macross II*, we're not doing idols anymore.

A: Did you have an influence on the storyline for the first series? For the second?

M: As I've mentioned, the theme of the first *Macross* was based on the "idol" concept. The term is no longer current in Japan; now they're just singers. In the original *Macross* series, the director and I were very good friends and had a shared vision in what we wanted to accomplish. For *Macross II*, we had conflicting views on what we wanted the film to be. We've had to find common ground to work out our differences as best we can.

A: Do you work with assistants?

M: Sure, there are people helping me with my design work on both my animation and other projects. Normally, I do the rough work and they refine it.

A: What's an average workday like for you?

M: It's sort of unfixed during the daytime. Usually, I use the time to shop or attend meetings. When I'm working on a project, though, I'm occupied from around 9:00 a.m. until late at night.

A: About your manga projects. Do you plan to continue with them? And how do you feel about the *Macross II* manga adaptation?

M: Yes, I'd like to continue for now. The *Macross* manga is being done by Tsuguo Okazaki, one of my favorite comic artists and a good friend besides. I'm pleased to be working on the manga with him, and I'm looking forward to seeing it published.

A: Let's talk about fans.

M: At the time when *Gundam* was on the air, I wasn't doing any animation work—I was a fan myself. I worked on fanzines, I waited in lines for autographs. Right now, meeting my American fans, I get the feeling that they're almost the same as the fans in Japan at the time of *Gundam*.

A: Your life as a fan? What was that like?

M: Oh, standing in lines for autographs, going to conventions, stuff like that. If after waiting in line with everyone else I couldn't get someone to draw me a sketch, I'd run up to him in person later and ask for it. And of course, I worked on fanzines and stockpiled all the memorabilia I could get my hands on.

A: Are you surprised to see English adaptations of your previous projects such as *Robotech* and *Gunbuster* on sale here in the U.S.?

M: I think we're seeing the same fan phenomena in the U.S. right now that we saw eight years ago in Japan, only in a different time frame.

A: What differences do you see between American and Japanese anime fans?

M: Japanese fans in my time and American fans of today have a lot in common. When I was a fan, we had a hard time getting detailed information on our favorite shows. Compared to the Japanese fans now, who can get anything they want, I feel that American fans are more pure.

A: Is it strange for you to encounter so many American fans of Japanese animation?

M: You've got Walt Disney and the like in the U.S. Artists like me in Japan see this American animation as something to compete against. We can't help but compare this work to ours, and yet we must continue to make animation in our own way. I am glad to see so many American fans perceiving Japanese animation as something special.

A: Are you surprised to find how popular Japanese animation is in the U.S. despite the language barrier?

M: Yes, I guess I do feel a little strange about it.

A: In what way?

M: Japanese animation has many gags, for instance, that are peculiar to Japanese culture. It's like an American movie at which everyone in the U.S. laughs, but no one in Japan finds funny. American fans being able to appreciate anime despite the

Compared to Japanese fans, I feel American anime fans are more pure.

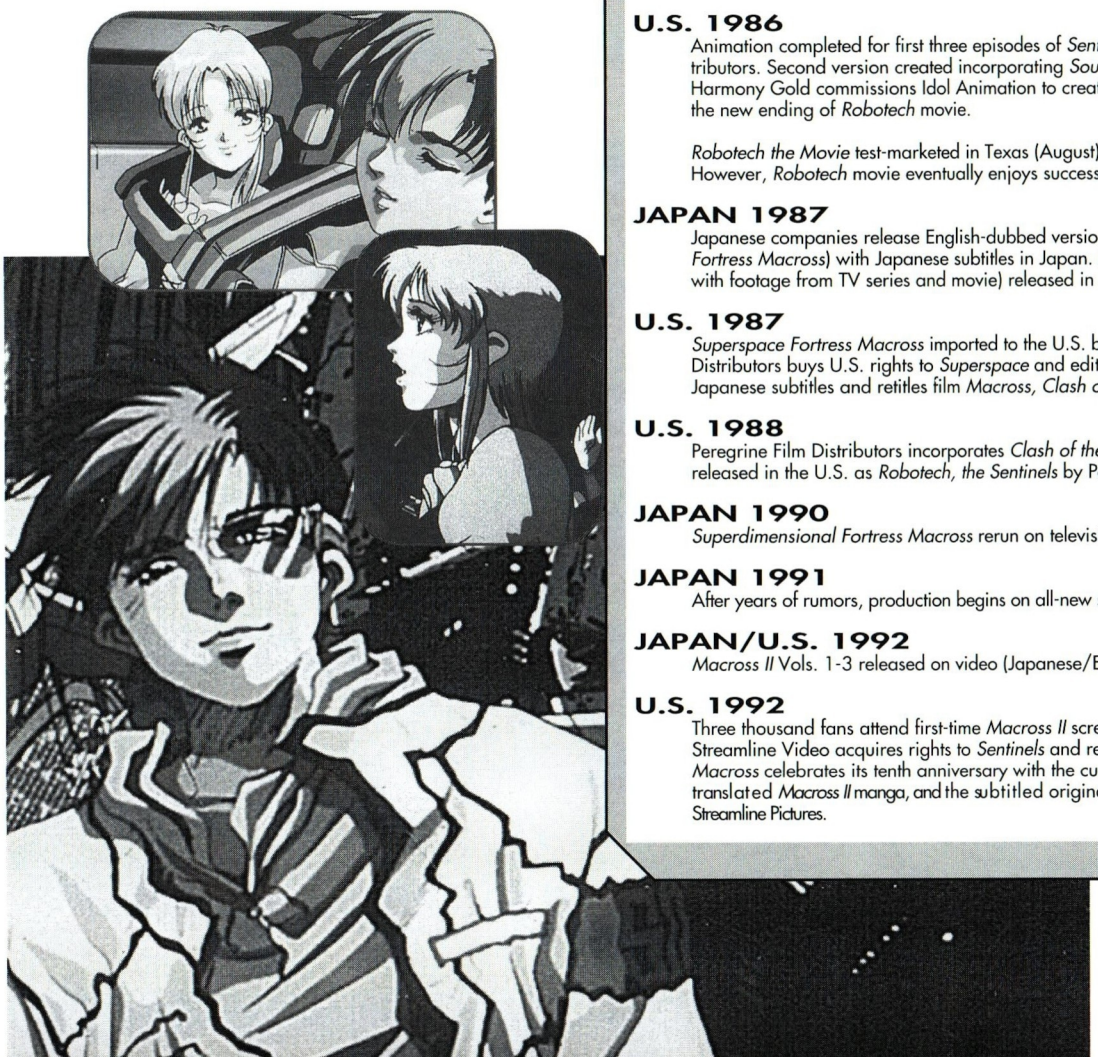
to accomplish. For *Macross II*, we had conflicting views on what we wanted the film to be.

language barrier is something I find a little unusual, yes.

In Japan, it's the "realistic" American cinematography in films like *Batman* and *Superman* that's really popular. The American film industry is able to devote a lot of time and effort into making things originally conceived of as for children into the next big adult hit. Japanese cinematographers are either uninterested or unable to do this, so Japanese animators bridge the gap. When Americans see Japanese animation, I think they see something fresh and new to them.

A: Do you have any message for your American fans?

M: Yes I do, but it's for fans of all animation, not just anime. Consider the fact that many people who get involved in the industry and make it work started out as fans. Remember the feeling you have now when you watch your favorite animation and never forget it. ☆



A History of the *Macross* World on Both Sides of the Pacific

From the Annals of U.N. Spacy

JAPAN 1982

Superdimensional Fortress Macross premieres as a 26-episode weekly TV series distributed by Tatsunoko Productions (October 3).

JAPAN 1983

Final episode (#36) broadcast June 26. Series expanded ten episodes due to popularity; episodes #27-36 unofficially named "outside story."
Studio Nue's new series *Superdimensional Century Orguss* premieres (July 3). Despite "gag" appearances by Minmay and *Macross* bridge crew, *Orguss* is not sequel to *Macross*.

JAPAN 1984

Do You Remember Love? premieres in theaters (July 8).

U.S. 1984

L.A.-based company Harmony Gold purchases rights for several Japanese animation series including *Macross* to be released in English.

U.S. 1985

Harmony Gold seeks U.S. TV syndication for *Macross*. To meet 65-episode requirement, Carl Macek supervises English dubbing of *Macross*, *Southern Cross* and *Mospeada* into one 85-episode saga. "Robotech" selected as title for new series to tie-in with Revell's existing Robotech model line. *Robotech* pilot premieres in Los Angeles and other markets as *Codename: Robotech*, a 90-minute compilation of footage from *Macross* (March).

Robotech initial success in major television markets. Plans announced for sequel entitled *The Sentinels* to be written in the U.S. and animated in Japan. Also announced is *Robotech the Movie, The Untold Story*, a feature planned for theatrical release utilizing animation from *Megazone 23, Part I* (Summer).

U.S. 1986

Animation completed for first three episodes of *Sentinels*. First dub of *Robotech* movie rejected by distributors. Second version created incorporating *Southern Cross* footage and a rewritten screenplay. Harmony Gold commissions Idol Animation to create ten minutes of new *Megazone, Part I* footage for the new ending of *Robotech* movie.

Robotech the Movie test-marketed in Texas (August). Cannon shelves project for U.S. distribution. However, *Robotech* movie eventually enjoys success in South America and Europe.

JAPAN 1987

Japanese companies release English-dubbed version of *Do You Remember Love?* (retitled *Superspace Fortress Macross*) with Japanese subtitles in Japan. *Flashback 2012* (30-minute Minmay music OAV with footage from TV series and movie) released in Japan (Spring).

U.S. 1987

Superspace Fortress Macross imported to the U.S. by domestic anime vendors. Peregrine Film Distributors buys U.S. rights to *Superspace* and edits about approximately fifteen minutes, takes out Japanese subtitles and retitles film *Macross, Clash of the Bionoids* (Spring).

U.S. 1988

Peregrine Film Distributors incorporates *Clash of the Bionoids* under "Dynamagic" label. *Bionoids* released in the U.S. as *Robotech, the Sentinels* by Palladium Video.

JAPAN 1990

Superdimensional Fortress Macross rerun on television (Summer).

JAPAN 1991

After years of rumors, production begins on all-new series, *Superdimensional Fortress Macross II.*

JAPAN/U.S. 1992

Macross II Vols. 1-3 released on video (Japanese/English).

U.S. 1992

Three thousand fans attend first-time *Macross II* screening at L.A. Comic Con (April).
Streamline Video acquires rights to *Sentinels* and releases it with additional animation (Spring).
Macross celebrates its tenth anniversary with the current release of the dubbed *Macross II* series, the translated *Macross II* manga, and the subtitled original *Macross* TV series (scheduled for October) from Streamline Pictures.

Video/Manga/Characters/Mecha

Macross II, "Lovers Again" Close-Up

A behind-the-scenes look at the OAV and manga (unprecedented U.S./Japan simultaneous releases) taking the anime world by storm.

As most anime fans know by now, Macross *is the story of Earth's war against the alien Zentradi, a race of giants bred for war. Defending Earth is the reconstructed alien Superdimensional Fortress-01* Macross. *Although the focus of the story is* Macross' *battle against the Zentradi, the love triangle which develops between Hikaru, Misa and Minmay is integral to the story.*

Similarly, "Lovers Again" develops the three-way romance featured so successfully in 1982's *Superdimensional Fortress Macross* TV series. An ambitious young male reporter, a beautiful ace pilot and a mysterious alien female are the main characters this time as designed by the ever-popular Haruhiko Mikimoto. Mecha designs based on Shoji Kawamori's originals are also back in all their transforming glory.

Eighty years after the events of *Do You Remember Love?*, Earth and the Zentraedi have integrated into one (more or less) peaceful society. When alien invaders identified as renegade Zentradi reveal themselves, the Superdimensional Fortress must resurrect itself after generations of inactivity to battle the new threat.

Hibiki Kanzaki, an investigative journalist for Scramble News Network (SNN), becomes caught up in the battle when he captures the alien priestess Ishtar and takes her back to Earth. Silvie Gena, Valkyrie ace pilot, teams up with Hibiki to save the self-sacrificing Ishtar from "reprogramming" by hostile Zentradi, broadcast the truth about the invasion, and somehow convince U.N. Spacy to reactivate *Macross* and defend Earth one more time....

The origins of the *Macross* series date back to 1980. Studio Nue had established itself as a leading design house with work on such '70s anime classics as *Space Cruiser Yamato* and *Space Pirate Captain Harlock*. Kawamori, who had been with Nue since he was twenty years old, began conceptualizing new mecha designs for the prospective series which came to be known as *Superheavy Starship Megaroad*.

It wasn't until Mikimoto joined Nue in 1981 that Lynn Minmay entered the series now retitled *Superdimensional Fortress Macross*. Even as the final episode was being broadcast, plans were in the works for a full-length motion picture. The creators of the series, Kawamori and Mikimoto especially, wanted to recreate *Macross* for the film rather than simply imitate the series. Around the time the *Do You Remember Love?* movie was in theaters, the original series was being dubbed into English for video release. It would later appear in the United States under the name "Robotech."

In Japan, *Macross* remained popular all throughout the mid-1980s despite the lack of new material. Kawamori and Mikimoto's final 1987 tribute to the *Macross* saga, the 30-minute Minmay music video *Flashback 2012*, caused speculation that there would be a sequel to the TV series but the rumor remained unfounded.

Finally, after a four-year absence, plans were announced in 1991 to create a new *Macross* OAV series entitled *Superdimensional Fortress Macross II*. This series was originally conceived of as an all-new *Macross* taking place 300 years after the events of the movie. Haruhiko Mikimoto agreed to design original characters for the story.

The OAV series would feature six 30-minute episodes to be released throughout 1992, the tenth anniversary of the original series. In the fall of 1991, L.A. Hero released *Macross II* in the United States immediately following its Japan release, an unprecedented event for Japanese animation.

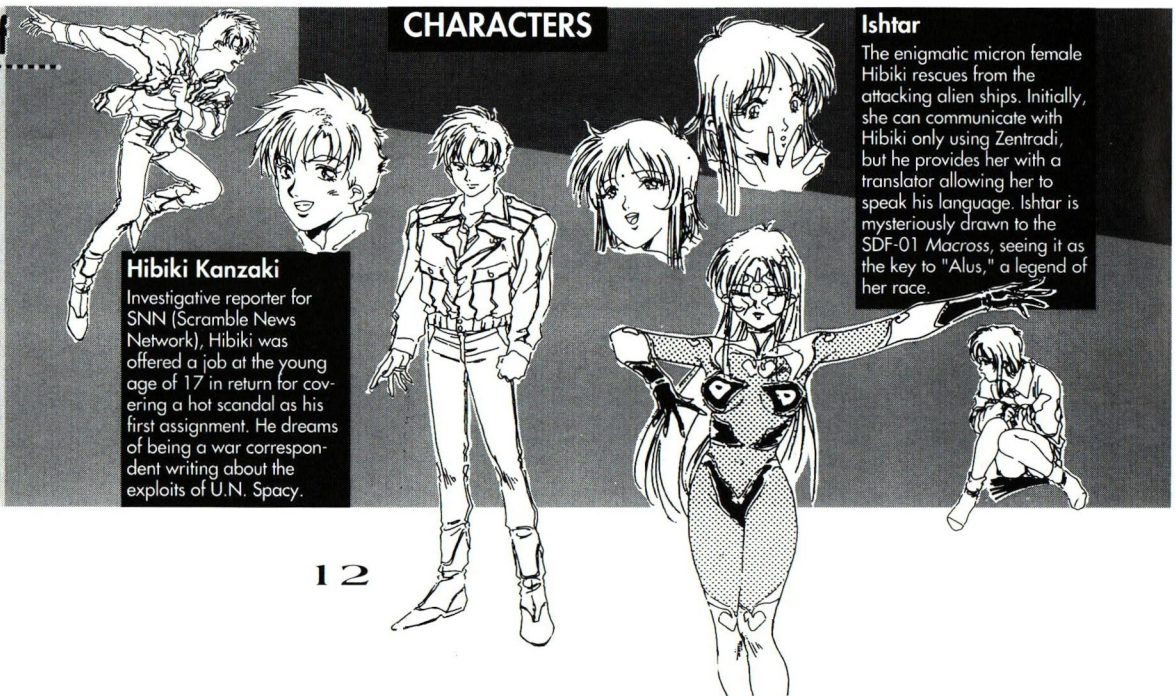
Similarly, Viz Communications announced its intention to release the *Macross II* manga in English in conjunction with the Japanese release. The first of the ten-issue official adaptation by Mikimoto associate Tsuguo Okazaki (*Cosmo Police Justy*) was released in September '92. Although comics based on anime are usually very different, *Macross II* remains faithful to the OAV story as originally serialized in Japan's monthly *Shonen Sunday Extra*.

Macross II has been subsequently released on video in Japan and the United States. The gap between the *Macross* movie and *Macross II* has been shortened to 80 years. The OAV series adheres to the film continuity rather than the original series. Masami Obari (*Dangaio*) and Koichi Ota (*Gunbuster*) are among the contributors to the mechanical designs.

Macross endures as one of the finest anime series ever produced. It vividly defined the elements of mechanical design in animation, with character designs of unrivaled international appeal. *Macross II* carries on the tradition of excellence which began a decade ago among the creative forces of Studio Nue.

The Characters and Mecha of Macross II, "Lovers Again"

Like the original Macross TV series and movie, "Lovers Again" relies on a three-way relationship to fuel its romantically dynamic tension. U.N. Spacy-types Hibiki and Silvie echo the complementary Hikaru and Misa, and Ishtar, like the darling but ditzy Minmay, is an idol singer for her people's cause. Mecha designs in Macross II don't differ much from Kawamori's original designs, but there are some interesting refinements.



A Comprehensive List of *Macross* Merchandise

Do You Remember Merchandising?

When you're talking Macross, *you're talking merchandising. The following is a representative sampling of products (even* ANIMERICA*'s ace researchers weren't able to track down* everything*) available at one time or another either in Japan or the United States. Caveats to the would-be emptor, however—most items are long out of print.*

LD/VHS

	Year	Based On	LD/VHS
Macross Special, Vols. 1 & 2 (50-minute series compilation)	1983	TV Series	LD/VHS
Macross, Do You Remember Love? (50-minute series compilation)	1984	Movie	LD/VHS
Superspace Fortress Macross (English-dubbed version released w/Japanese subtitles)	1987	Movie	LD/VHS
Macross Flashback 2012 (Minmay music videos; original ending concert storyboarded for movie)	1987	OAV	LD/VHS
Macross Memorial Box Set (definitive laser disc set of all episodes in addition to TV ads, specials and more)	1989	TV Series	LD Only
Macross, Do You Remember Love? Special Edition (special edition of movie w/added footage; known as "Director's Cut" in United States)	1992	Movie	LD Only
Macross II, Vols. 1-6	1992	OAV	LD/VHS

Compact Discs

	Year	Based On
Macross Symphonic Suite	1984	—
Macross BGM Collection (compilation of TV series and movie; BGM only)	1985	TV/Movie
Macross Song Collection (Minmay songs)	1985	TV
Macross, "Miss DJ"	1985	TV
Macross, "Distant Dream"	1985	TV
Macross, "Snowing in the Galaxy"	1985	TV
Macross Song Memory (Minmay songs)	1986	TV
Macross Song Collection Forever	1987	TV
Macross the Complete (series and movie soundtracks)	3/92	TV/Movie
Macross II Soundtrack, Vols. I & II	6/92	OAV

NOTE: Most of these CDs were originally available as records

Books and Comics

	Year	Based On
Macross TV Anime Comics, Vols. 1-7	1983	TV Series
Macross Movie Anime Comics, Vols. 1 & 2	1985	Movie
This is Animation Select #3, 5, 7 & 11: *Macross* [#3-7 recently reprinted by Books Nippan]	1983/84	TV/Movie
Macross TV Novelization	1983	TV Series
Macross Movie Novelization	1984	Movie
This is Animation: *Macross* Continuity #1 & 2 (b & w storyboards)	1983	TV Series
This is Animation Select: *Macross* Mechanicals	1983	TV Series
This is Animation: *Macross* Characters	1983	TV Series
Macross Perfect Memory [reprinted for U.S. only in 1987 by Books Nippan]	1984	TV Series
Macross, Do You Remember Love? Deluxe Hardbound [hardbound in slipcase; known as "Gold Book" in U.S.]	1984	Movie
Best Hit Series: *Macross Flashback 2012* Graffiti [only book covering *Flashback 2012*]	1987	OAV
Entertainment Bible #27: *Macross*	1991	TV/Movie
Macross II (serialized in monthly *Shonen Sunday Extra*)	1992	OAV

Released in the U.S.

VHS

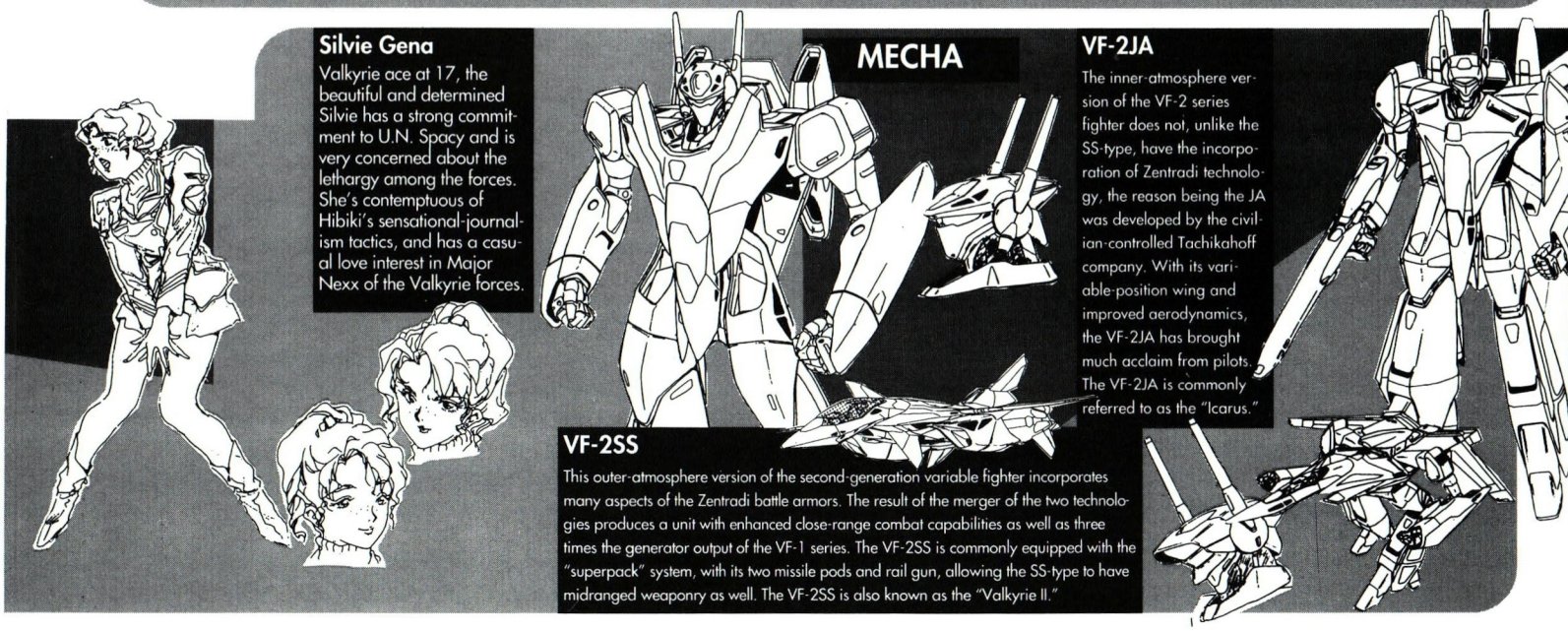
	Year	Based On
Robotech Collection (four *Robotech* episodes per volume) *Robotech: Macross* Saga, Vol. 1 *Robotech: Southern Cross*, Vol. 1 *Robotech: New Generation*, Vol. 1	1992	TVSeries
Perfect Collection (two *Macross* & two *Robotech* episodes per volume) *Macross* Perfect Collection, Vol. 1 *Southern Cross* Perfect Collection, Vol. 1 *Mospeada* Perfect Collection, Vol. 1	1992	TV Series
Macross II, "Lovers Again" Vols. 1-3	1992	OAV

COMICS

Macross II, "Lovers Again" Issues 1-10	1992-93	OAV

POSTER

Macross II, "Lovers Again" (full color; oversized)	1992	OAV



Silvie Gena

Valkyrie ace at 17, the beautiful and determined Silvie has a strong commitment to U.N. Spacy and is very concerned about the lethargy among the forces. She's contemptuous of Hibiki's sensational-journalism tactics, and has a casual love interest in Major Nexx of the Valkyrie forces.

MECHA

VF-2JA

The inner-atmosphere version of the VF-2 series fighter does not, unlike the SS-type, have the incorporation of Zentradi technology, the reason being the JA was developed by the civilian-controlled Tachikahoff company. With its variable-position wing and improved aerodynamics, the VF-2JA has brought much acclaim from pilots. The VF-2JA is commonly referred to as the "Icarus."

VF-2SS

This outer-atmosphere version of the second-generation variable fighter incorporates many aspects of the Zentradi battle armors. The result of the merger of the two technologies produces a unit with enhanced close-range combat capabilities as well as three times the generator output of the VF-1 series. The VF-2SS is commonly equipped with the "superpack" system, with its two missile pods and rail gun, allowing the SS-type to have midranged weaponry as well. The VF-2SS is also known as the "Valkyrie II."

Manga News
Manga CLOSE UP

With the increasing availability of English-translated titles from U.S.-based publishers, it's easier than ever for the non-Japanese reader to enter the exciting world of manga. Whether it's an English adaptation or an American original, each issue of ***Manga Close-Up*** *brings you the latest news and reviews from the American manga industry.*

Nausicaä of the Valley of the Wind Returns

Hayao Miyazaki's beloved heroine Nausicaä makes her long-awaited return to the printed page this December in Nausicaä Part III *from Viz Comics.*

"I'm very pleased that it's finally out," says Satoru Fujii, Managing Editor. "The phone calls and letters from all over the world urging us to bring *Nausicaä* back have been overwhelming. Although *Part III* is not quite the end of the series, it is close, and Miyazaki himself has said that the series will conclude soon."

Issue #1 will ship December 22 and will be black and white with 56 pages. As with the first two parts, *Part III* will be printed in Japan with a deluxe square-bound format. Translations are by Matt Thorn (*Horobi Part II, Sanctuary*) and lettering is by Wayne Truman. *Part III* will retail for $3.95.

Nausicaä, written and drawn by Hayao Miyazaki, has not only been extraordinarily popular among manga and anime fans, it has also won unprecedented acclaim for its art and story—its uniquely evocative characterizations, and its profound reflection of environmental concerns.

In *Part III*, the disastrous affliction known as "daikaisho," dangerously accelerated by a misguided attempt to use it as a strategic weapon, starts to cover the whole world. The Dorok Emperor plays a dynamic role in the story, replacing his brother as the ruler of the now-collapsing empire.

Amid the confusion of battles and the growing threat to the world, Nausicaä, with her friends and allies, seeks the way to meet her world's urgent needs, and our hearts and hopes go with her.

"*Nausicaä Part III* is sure to be a huge hit all over the world," says Fujii, "and not just in English-speaking countries. A true sense of urgency comes through in *Part III* because of Miyazaki's very sincere concern for the environment and the world we all live in."

Masamune Shirow's Orion in English for First Time

Orion *is the latest from Japan's master storyteller Masamune Shirow, creator of* Appleseed, Black Magic *and* Dominion. *In another wildly original blend of mythology, religion and science fiction, Shirow tells a tale of sorcery and "psycho-science" that only his unique talents could create.*

Shirow's *Orion* was first published on August 8, 1990 and will make its first English-language appearance anywhere in this Dark Horse/Studio Proteus release. Issue #1 of 6 will ship September 29 and will feature 56 black and white pages with a painted cover by Shirow. The series will be released bimonthly. Because Shirow's world is so richly detailed, a special glossary of terms will be included.

In the year 52 A.D. (Astro Domino), the thriving Greater Galaxy People's Empire has accumulated so much negative karma and energy that the Empire threatens to collapse. On the planet Lurie, Dr. Hebime, an expert in the complex psycho-science of the Vajra Naga rituals, attempts to create an enormous nine-headed Naga reactor to destroy the negative karma and thus save the Empire.

Master Fuzen, a legendary sorcerer/priest, discovers that Hebime's plan is flawed and could have catastrophic effects. In the eye of this mystic storm is Fuzen's daughter Seska, a powerful soldier and warrior whose involvement could tip the karmic scales to salvation...or Armageddon!

Translations on *Orion* are by Fred Schodt (author of *Manga! Manga!*) and Toren Smith. The first issue will retail for $3.95.

Manga Top Ten

This Month's Bestselling Comics, Compiled by Books Nippan, Japan

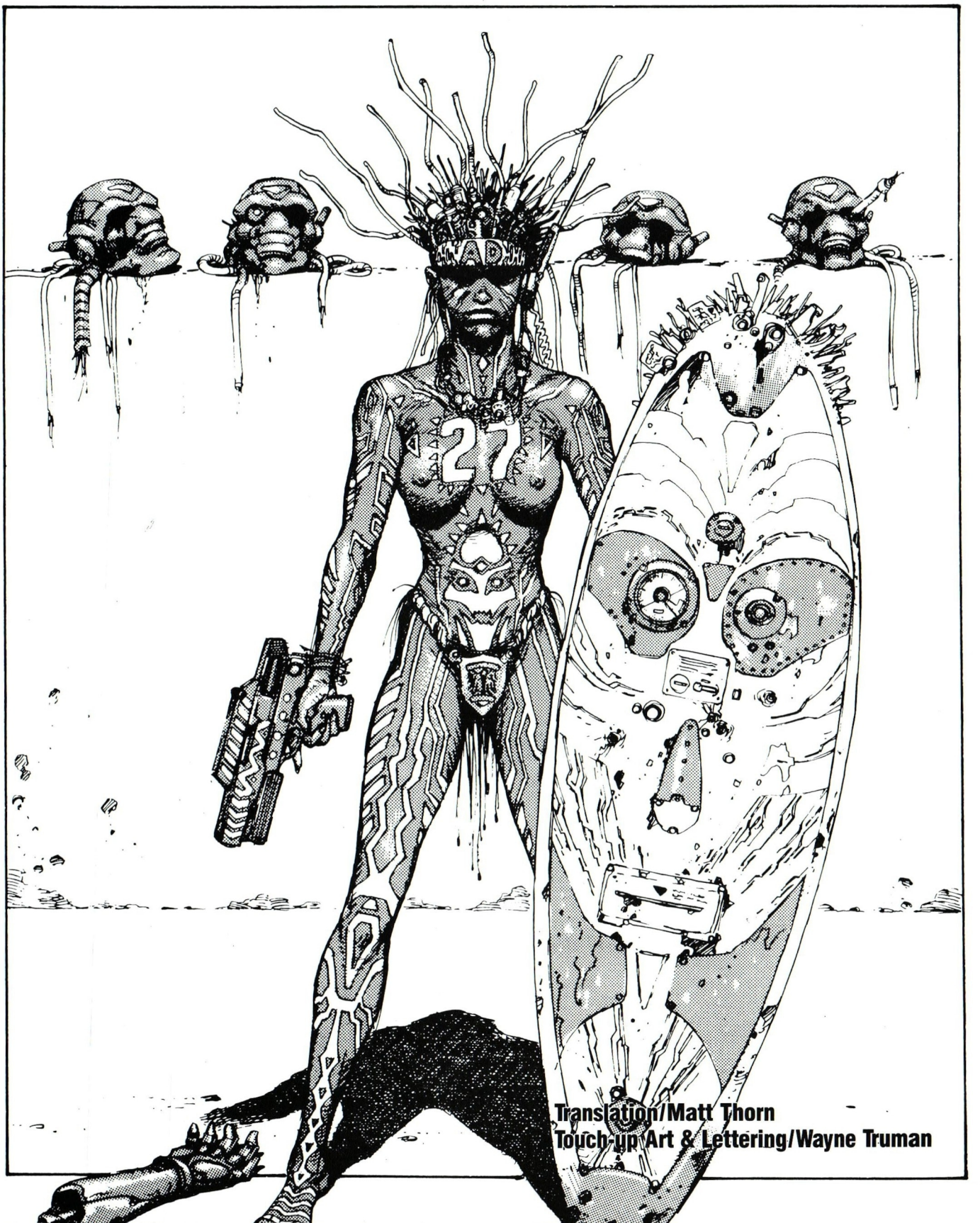
1	***Mr. Veterinarian*** Sasaki Noriko • Hakusensha • ¥390
2	***Dragon Ball • 31*** Akira Toriyama • Shueisha • ¥390
3	***Ranma 1/2 • 21*** Rumiko Takahashi • Shogakukan • ¥390
4	***Alexandrite • 2*** Narita Minako • Hakusensha • ¥390
5	***Yawara!*** Naoki Urasawa • Shogakukan • ¥500
6	***3 x 3 Eyes*** Yuzo Takada • Kodansha • ¥500
7	***The Poltergeist Report*** Yoshihiro Togashi • Shueisha • ¥390
8	***Ushio and Tora*** Kazuhiro Fujita • Shogakukan • ¥390
9	***I Saw a Waking Dream • 12*** Kazunori Yamato • Kodansha • ¥390
10	***Crayon Shin-Chan*** Yoshihito Usui • Futabasha • ¥550

AD POLICE

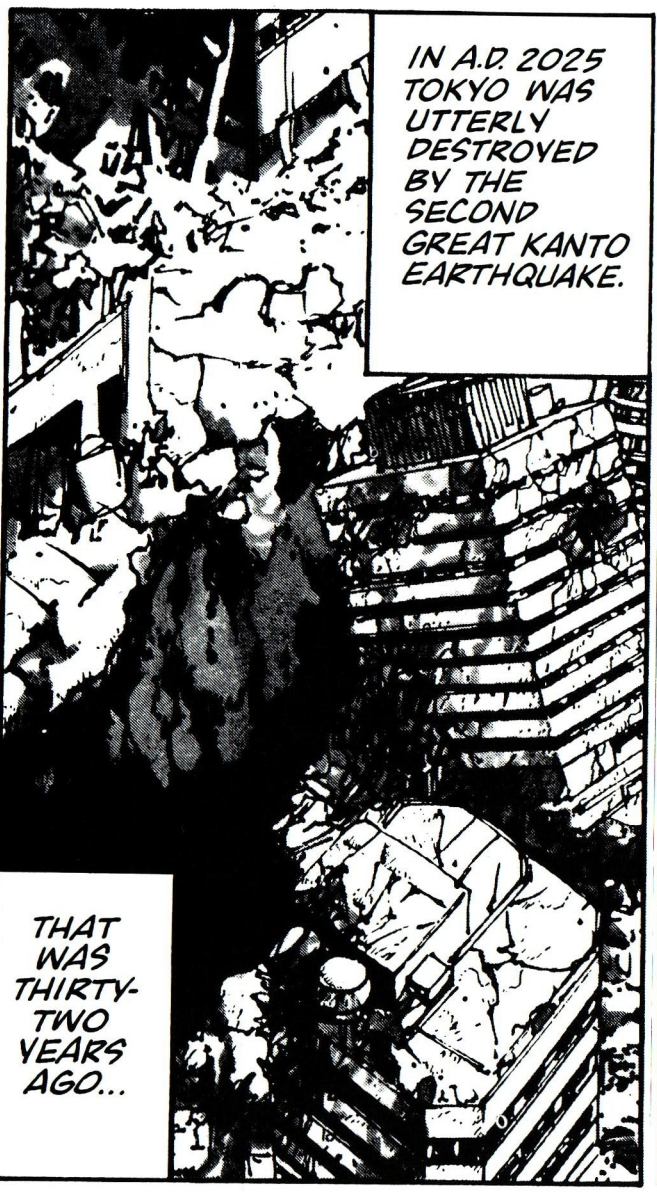
Dead-End City

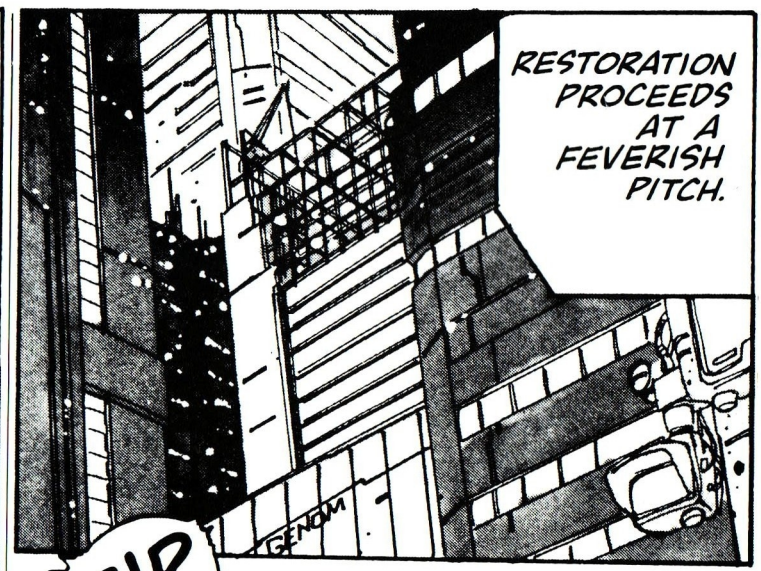
Story and Art by Tony Takezaki

File 1

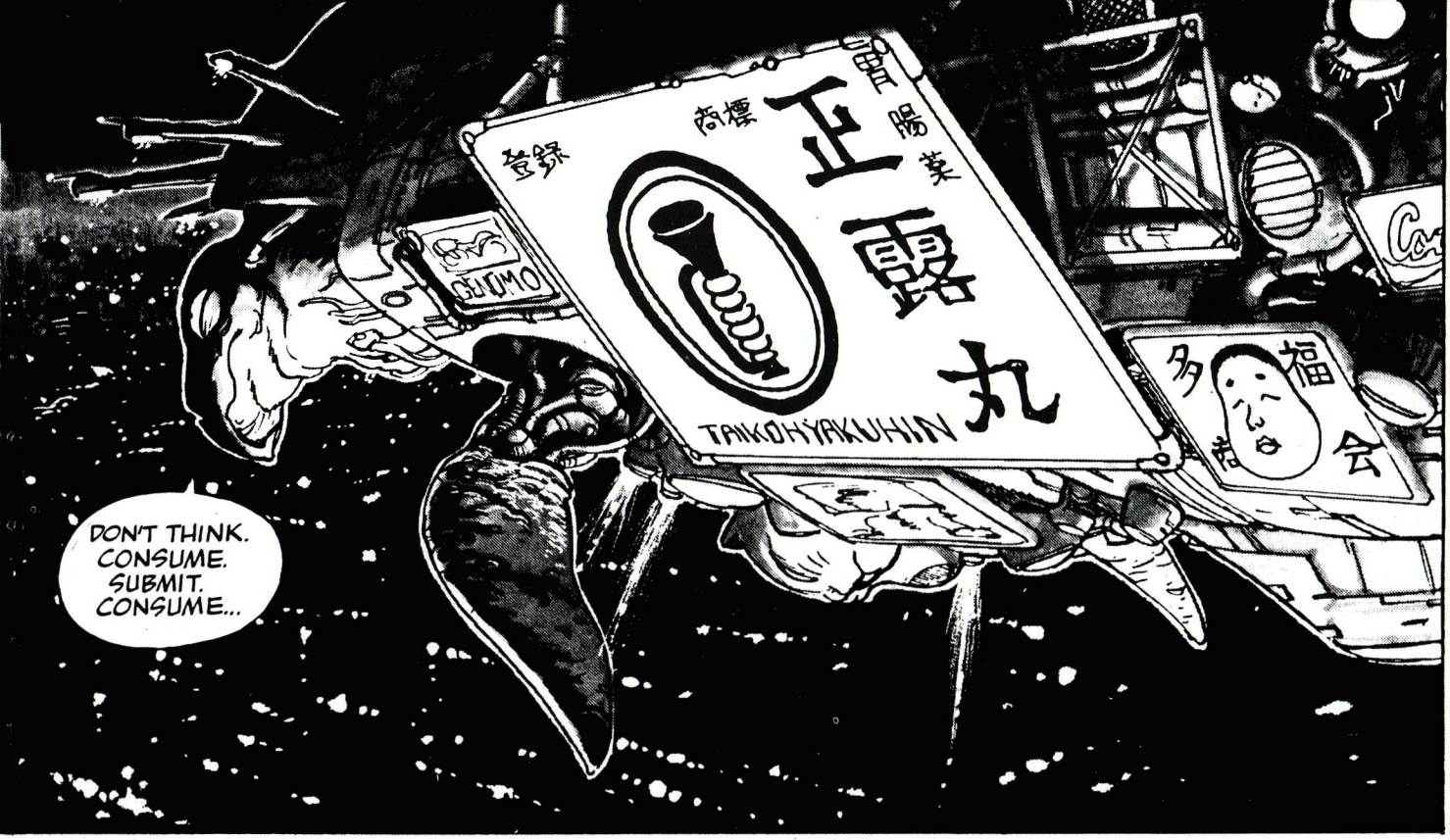


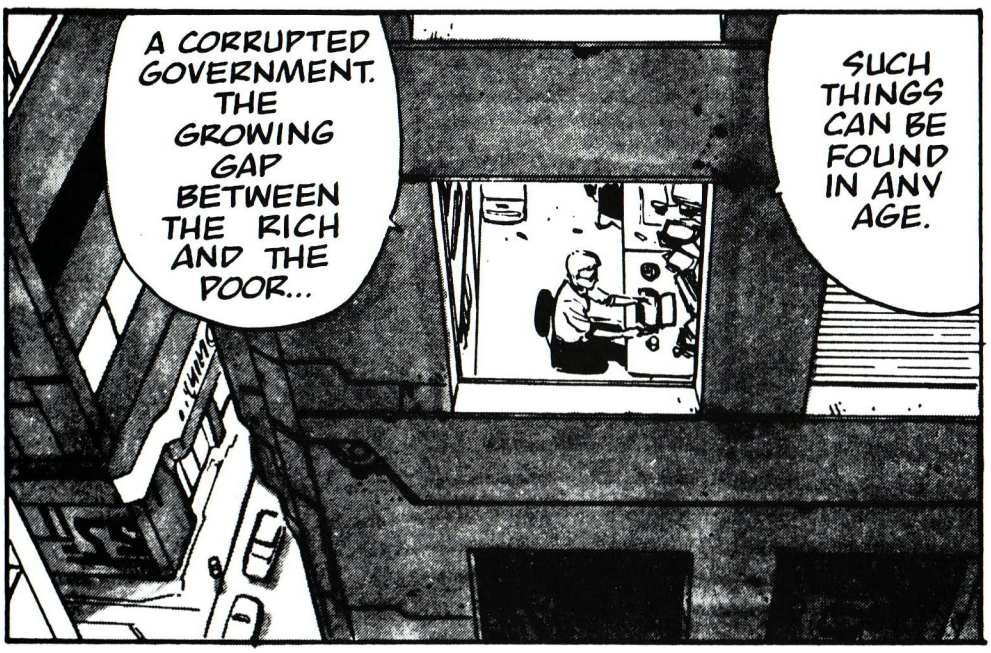
Translation/Matt Thorn
Touch-up Art & Lettering/Wayne Truman


IN A.D. 2025 TOKYO WAS UTTERLY DESTROYED BY THE SECOND GREAT KANTO EARTHQUAKE.
THAT WAS THIRTY-TWO YEARS AGO...


RESTORATION PROCEEDS AT A FEVERISH PITCH.
BIP
However,

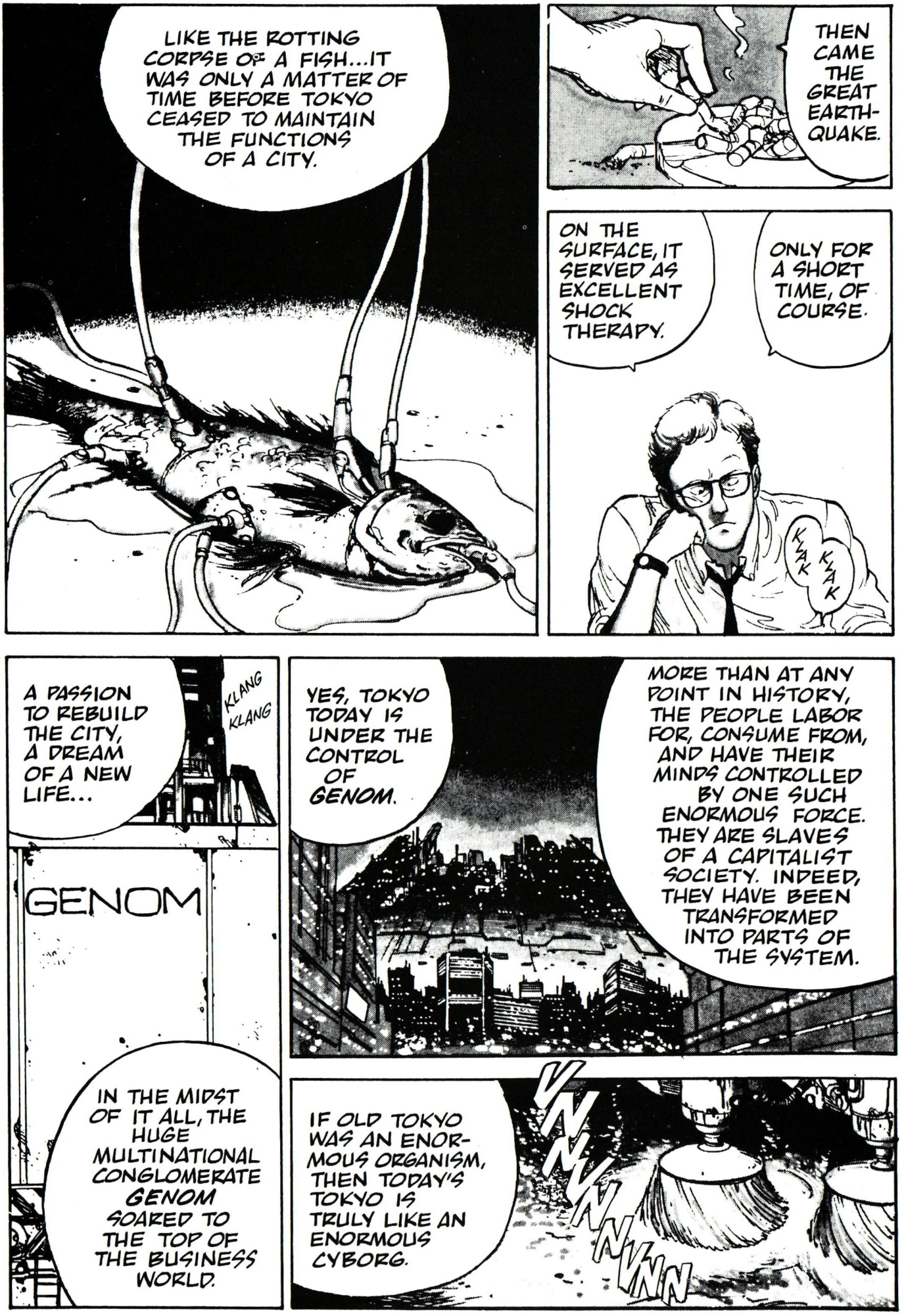
However, this new Tokyo is becoming a very different Tokyo.
BIP
BIP BIP


DON'T THINK. CONSUME. SUBMIT. CONSUME...
登録
商標
腸薬
正露丸
TAIKOHYAKUHIN
GUMO
多福会

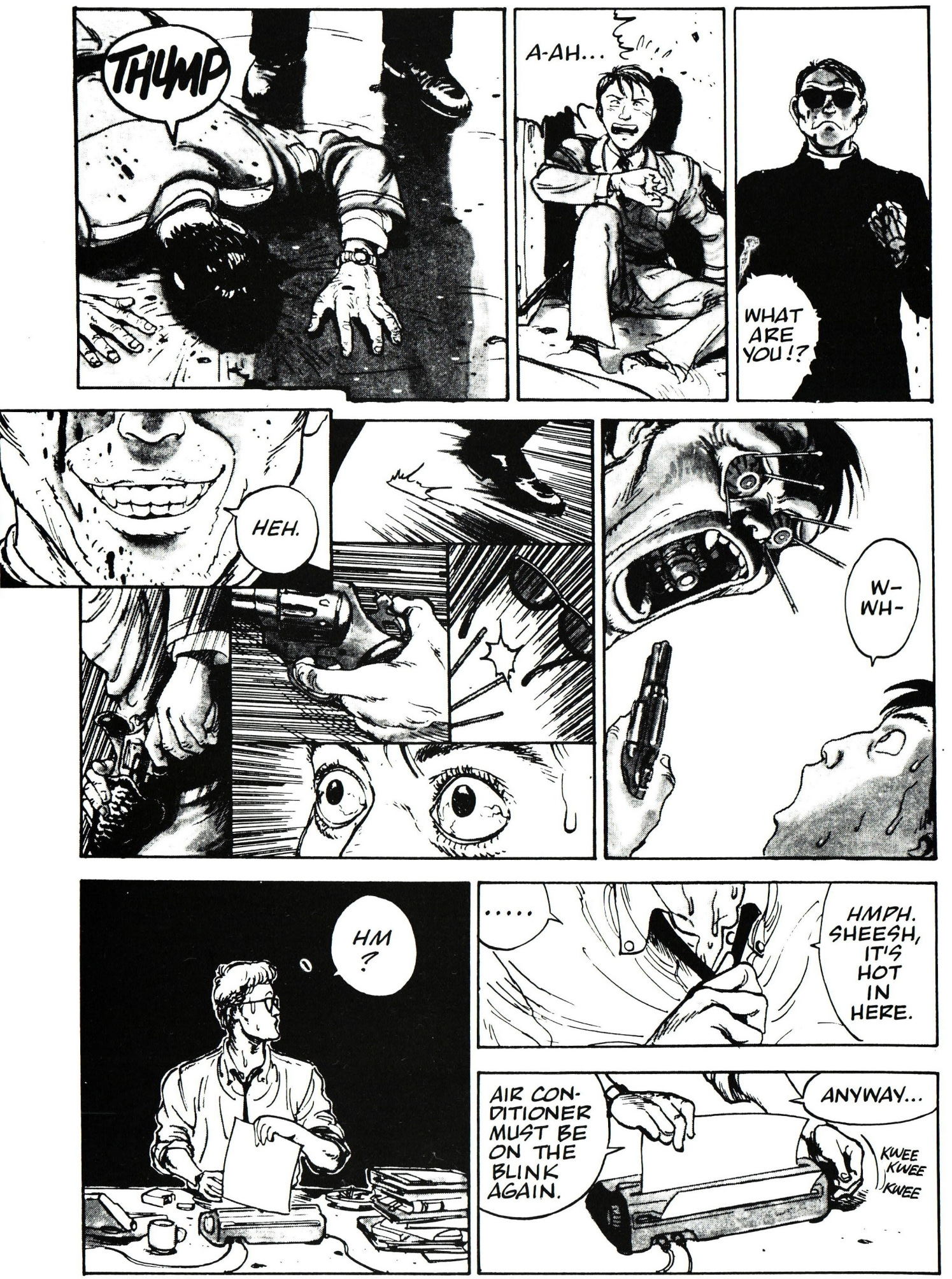

A CORRUPTED GOVERNMENT. THE GROWING GAP BETWEEN THE RICH AND THE POOR...
SUCH THINGS CAN BE FOUND IN ANY AGE.

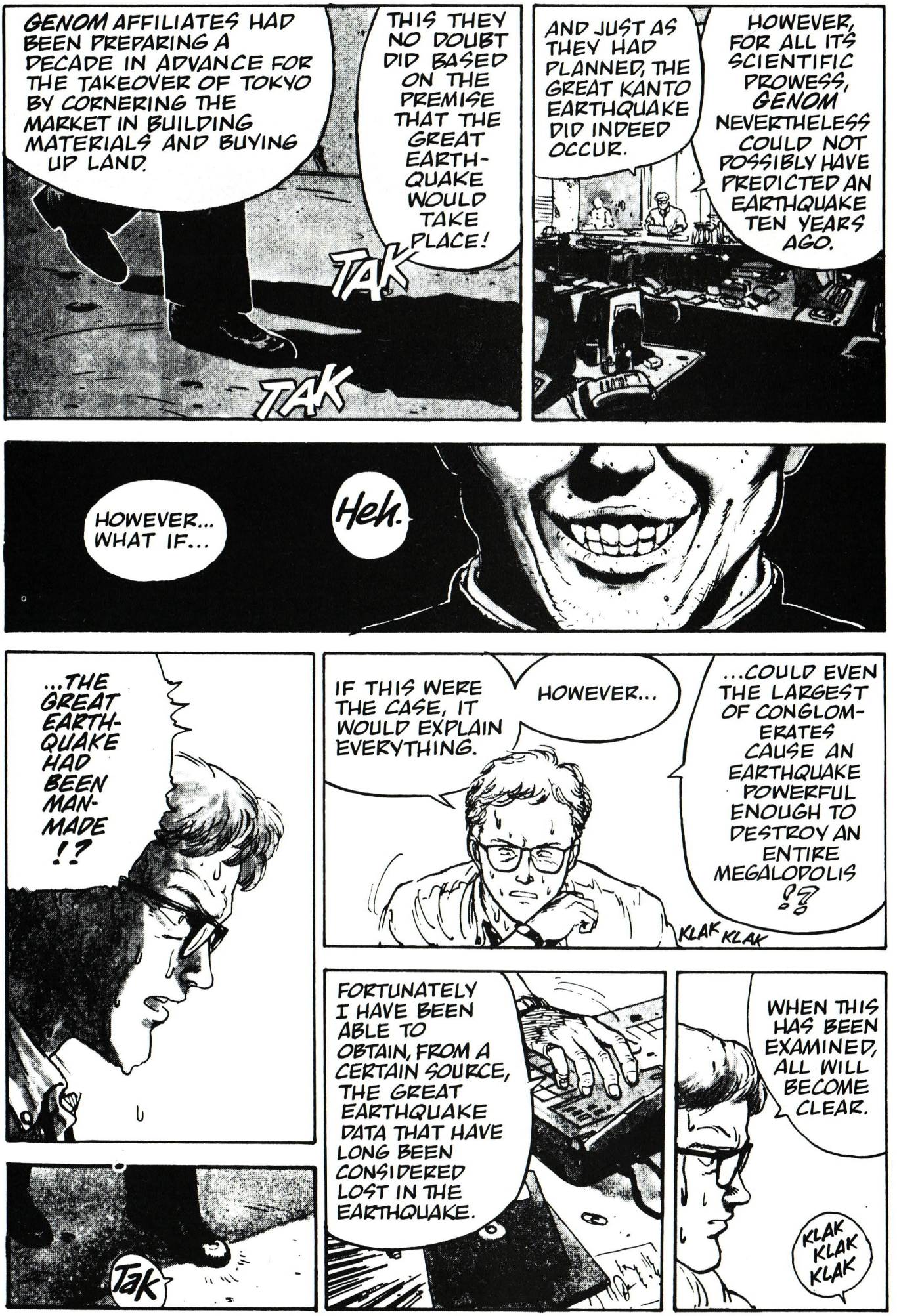
YES, THESE ARE TRIVIAL MATTERS.

TOKYO HAD A GREAT MANY PROBLEMS LONG BEFORE THE GREAT DISTRICT EARTHQUAKE.
AIR POLLUTION, SERIOUS TRAFFIC PROBLEMS, POPULATION, SCARCITY OF LAND, POOR MORALE, INCREASING VIOLENT CRIME, DIVORCE, DRUGS, GRAFT, SUICIDE, TERRORISM... THE CLASSIC SYMPTOMS OF A MEGALOPOLIS IN DECLINE.

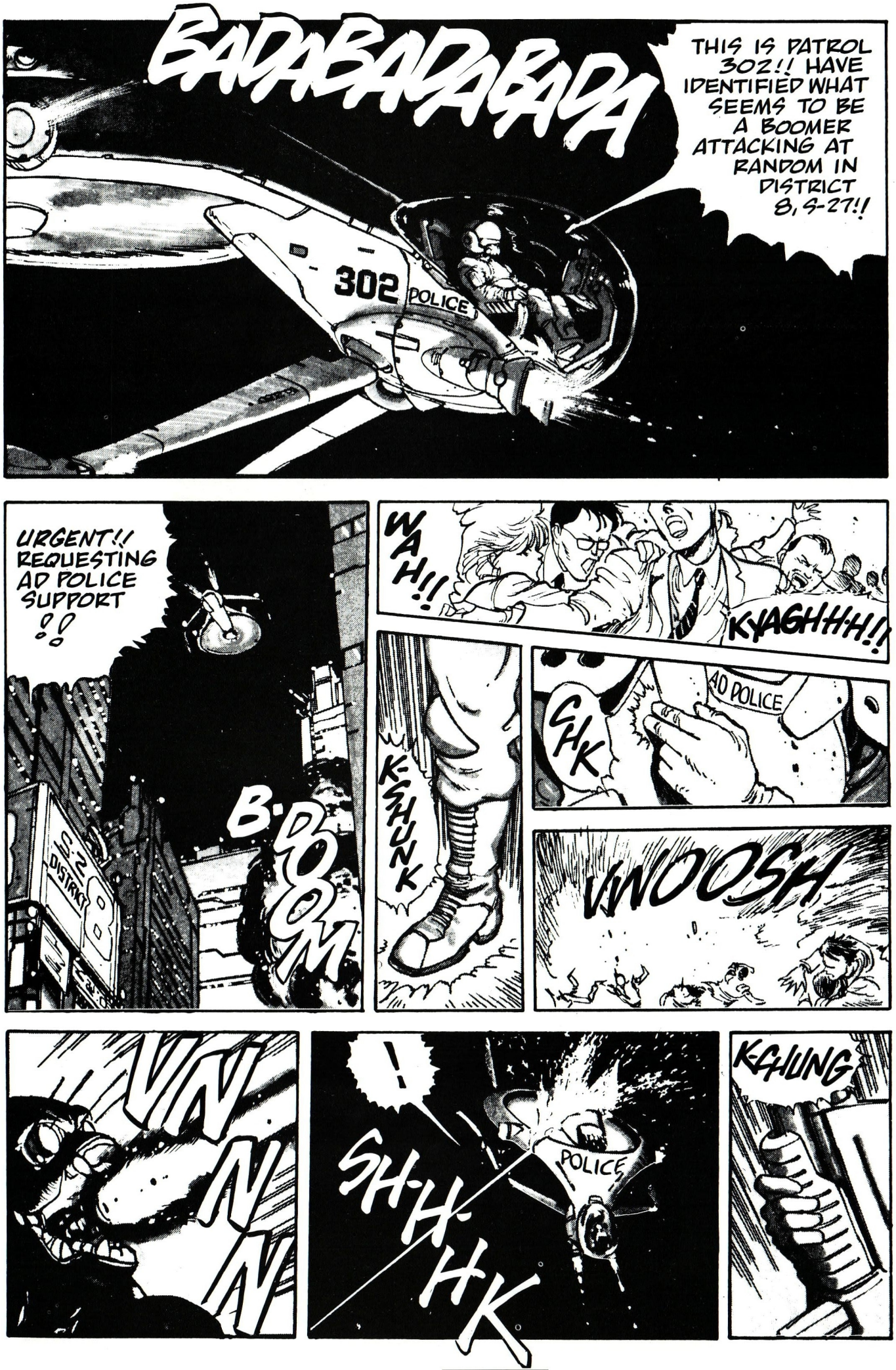

LIKE THE ROTTING CORPSE OF A FISH...IT WAS ONLY A MATTER OF TIME BEFORE TOKYO CEASED TO MAINTAIN THE FUNCTIONS OF A CITY.
THEN CAME THE GREAT EARTH-QUAKE.
ON THE SURFACE, IT SERVED AS EXCELLENT SHOCK THERAPY.
ONLY FOR A SHORT TIME, OF COURSE.
KAAK
KAAK
A PASSION TO REBUILD THE CITY, A DREAM OF A NEW LIFE...
KLANG
KLANG
GENOM
IN THE MIDST OF IT ALL, THE HUGE MULTINATIONAL CONGLOMERATE GENOM SOARED TO THE TOP OF THE BUSINESS WORLD.
YES, TOKYO TODAY IS UNDER THE CONTROL OF GENOM.
MORE THAN AT ANY POINT IN HISTORY, THE PEOPLE LABOR FOR, CONSUME FROM, AND HAVE THEIR MINDS CONTROLLED BY ONE SUCH ENORMOUS FORCE. THEY ARE SLAVES OF A CAPITALIST SOCIETY. INDEED, THEY HAVE BEEN TRANSFORMED INTO PARTS OF THE SYSTEM.
IF OLD TOKYO WAS AN ENOR-MOUS ORGANISM, THEN TODAY'S TOKYO IS TRULY LIKE AN ENORMOUS CYBORG.
VNNNNNNN

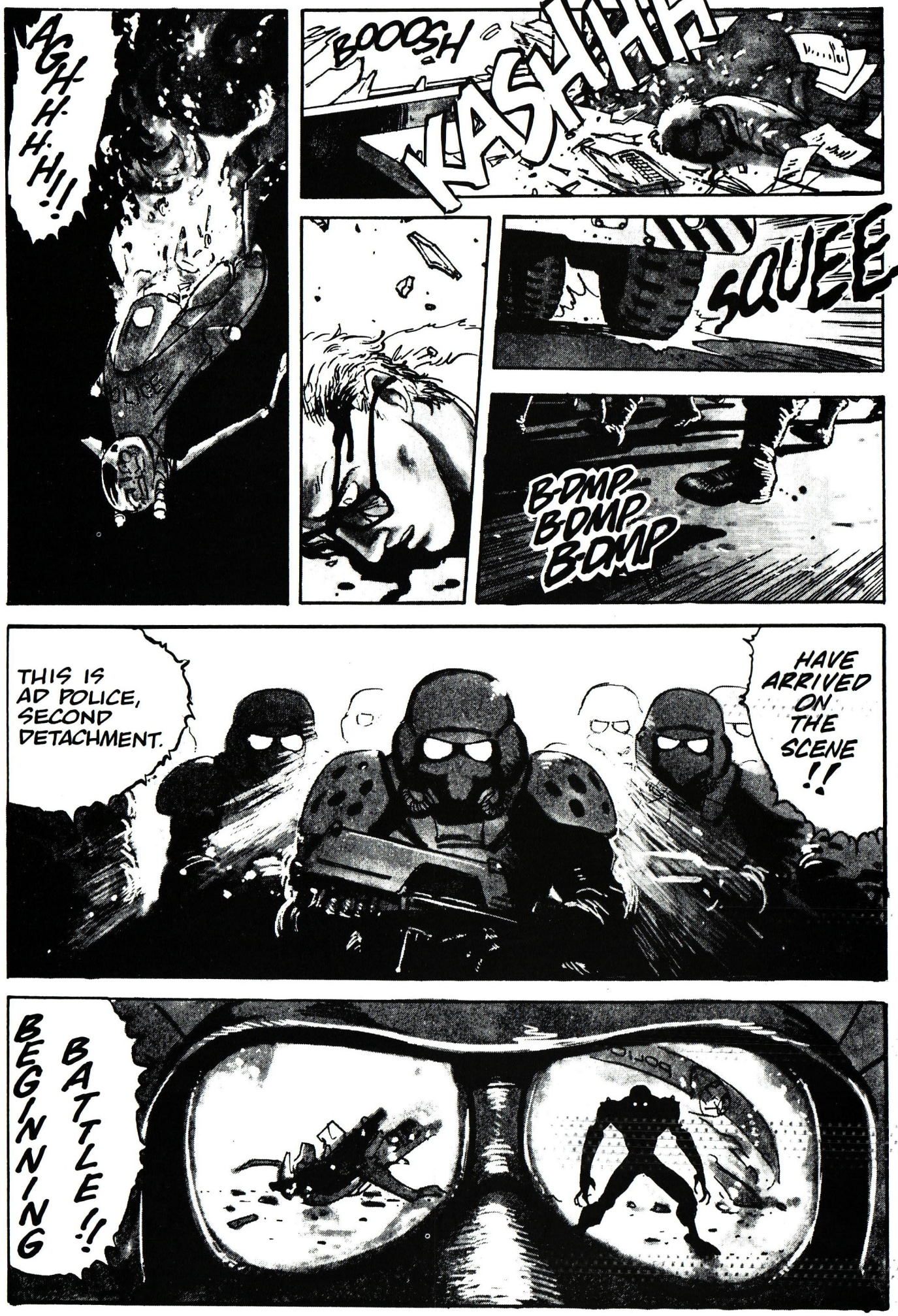
THE BODY OF THIS GIANT, WITH ALL ITS IMPLANTED MECHANISMS, IS SHOWING SYMPTOMS OF REJECTION IN VARIOUS PLACES, AND IT SCREAMS OUT IN PAIN.
BANK
RNNRNNRNN
RNNRNNRNN
RNNRNNRNN
AFTER THE EARTHQUAKE, GENOM CONTRIBUTED GENEROUSLY TO THE RECONSTRUTION AND GAINED A MONOPOLY OVER TOKYO'S ENTIRE ECONOMY.
KLAK KLAK
AS A MECCA FOR INTERNATIONAL CULTURE AND TECHNOLOGY, TOKYO IS A VITAL STRATEGIC BASE.
BY TAKING CONTROL OF TOKYO, GENOM OVERCAME ITS CORPORATE STAGNATION AND LAUNCHED A NEW PROJECT TO CONTROL THE ENTIRE WORLD.
ZZZZZZ
K-CHUNG
IN OTHER WORDS, GENOM WOULD NOT BE THE GIANT IT IS TODAY IF IT HAD NOT BEEN FOR THE GREAT KANTO EARTHQUAKE..
K-CHAK!
GUARD ROOM


THUMP
A-AH...
WHAT ARE YOU!?
HEH.
W-WH-
HM?
.....
HMPH. SHEESH, IT'S HOT IN HERE.
AIR CONDITIONER MUST BE ON THE BLINK AGAIN.
ANYWAY...
KWEE KWEE KWEE


GENOM AFFILIATES HAD BEEN PREPARING A DECADE IN ADVANCE FOR THE TAKEOVER OF TOKYO BY CORNERING THE MARKET IN BUILDING MATERIALS AND BUYING UP LAND.
THIS THEY NO DOUBT DID BASED ON THE PREMISE THAT THE GREAT EARTH-QUAKE WOULD TAKE PLACE!
TAK
TAK
AND JUST AS THEY HAD PLANNED, THE GREAT KANTO EARTHQUAKE DID INDEED OCCUR.
HOWEVER, FOR ALL ITS SCIENTIFIC PROWESS, GENOM NEVERTHELESS COULD NOT POSSIBLY HAVE PREDICTED AN EARTHQUAKE TEN YEARS AGO.
HOWEVER... WHAT IF...
Heh.
...THE GREAT EARTH-QUAKE HAD BEEN MAN-MADE !?
IF THIS WERE THE CASE, IT WOULD EXPLAIN EVERYTHING.
HOWEVER...
...COULD EVEN THE LARGEST OF CONGLOM-ERATES CAUSE AN EARTHQUAKE POWERFUL ENOUGH TO DESTROY AN ENTIRE MEGALOPOLIS !?
KLAK KLAK
Tak
FORTUNATELY I HAVE BEEN ABLE TO OBTAIN, FROM A CERTAIN SOURCE, THE GREAT EARTHQUAKE DATA THAT HAVE LONG BEEN CONSIDERED LOST IN THE EARTHQUAKE.
WHEN THIS HAS BEEN EXAMINED, ALL WILL BECOME CLEAR.
KLAK KLAK KLAK

AS SOON AS THE RESULTS ARE IN, I--
in, I will probably die.
BIP BIP
in, I will probably die.
!?
KLAK KLAK
I will probably die.
BIPBIPBIPBIPBIP
WHAT THE HELL--!?
CHK CHK CHK CHK
BIP
Tonight, in this neighborhood, a battle boomer will run amok
BIP BIP BIP
It will be assumed that I was killed in the crossfire during its engagement with the A.D. Police.
WHAT IN...?
BY THE WAY.
HOW WOULD YOU LIKE TO BE KILLED ?
!


BADABADABADA
302
POLICE
THIS IS PATROL 302!! HAVE IDENTIFIED WHAT SEEMS TO BE A BOOMER ATTACKING AT RANDOM IN DISTRICT 8, S-27!!
URGENT!! REQUESTING AD POLICE SUPPORT!!
B-BOOM
WAH!!
KYAGHHH!!
K-KHUNK
GHK
AD POLICE
WOOSH
VNNN
!
SH-H-H-K
POLICE
K-CHUNG

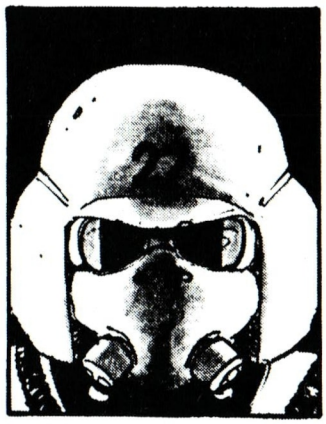

AGH-H-H-H!!
BOOOSH
KASHHH
SQUEE
B-DMP
B-DMP
B-DMP
THIS IS AD POLICE, SECOND DETACHMENT.
HAVE ARRIVED ON THE SCENE!!
BEGINNING BATTLE!!

"File 2"

CAST

DIEORK (42)
(male)

Leader of the AD Police Front Line Officers. Dependable, nice guy. Presently separated from wife.

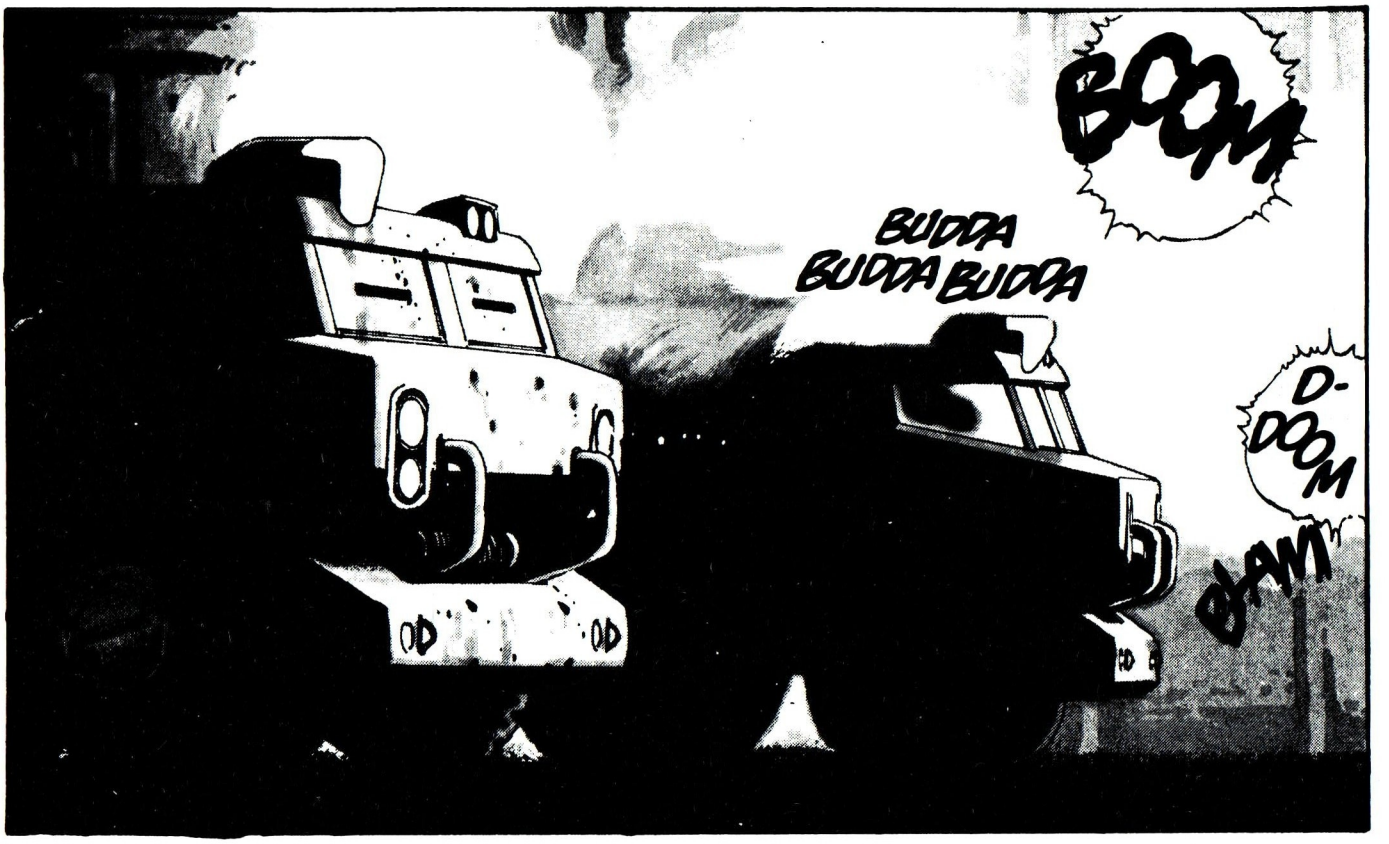


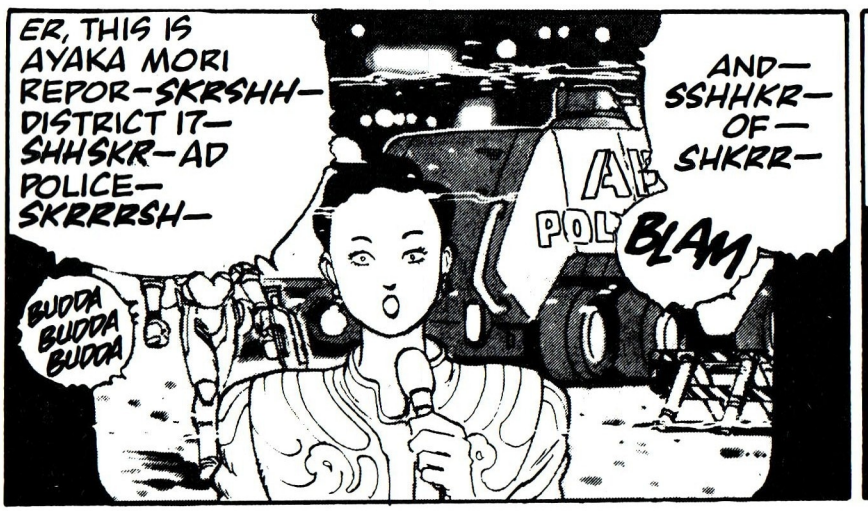
LEON MCNICHOL (20)
(male)

AD Police Front Line Officer. This fall, requested and was granted transfer from regular police to AD Police. Undependable jerk.

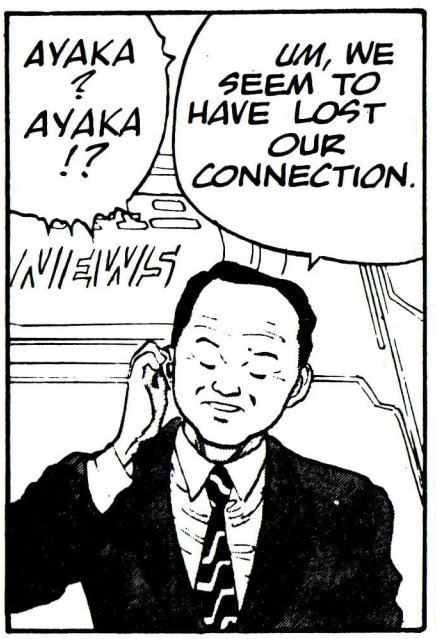
JEENA MALSO (24)
(female)

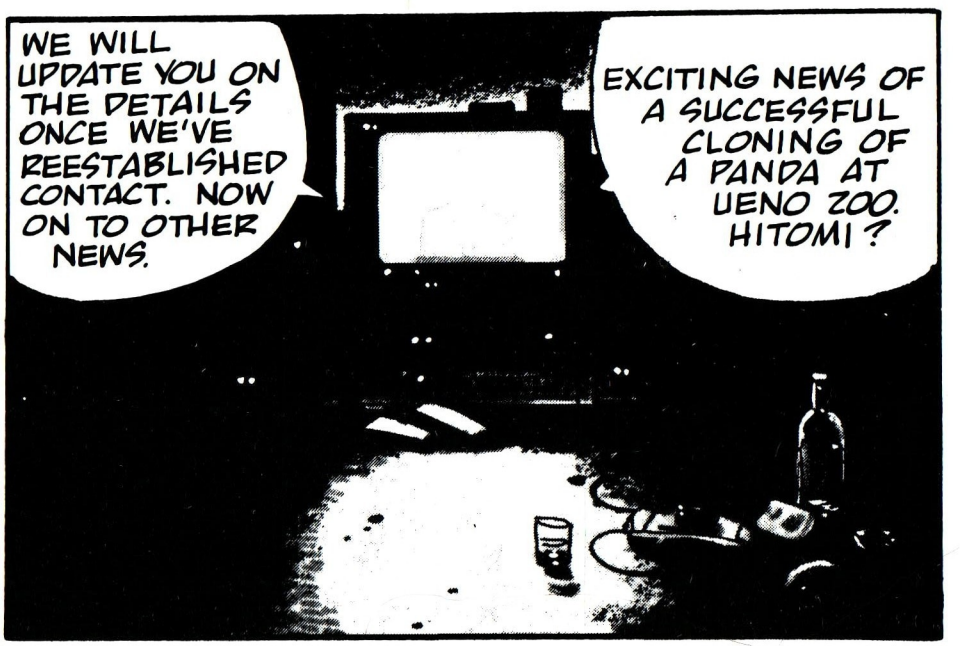
AD Police Front Line Officer. Cybernetic left arm. Sturdy, strong, cheerful, energetic tomboy.

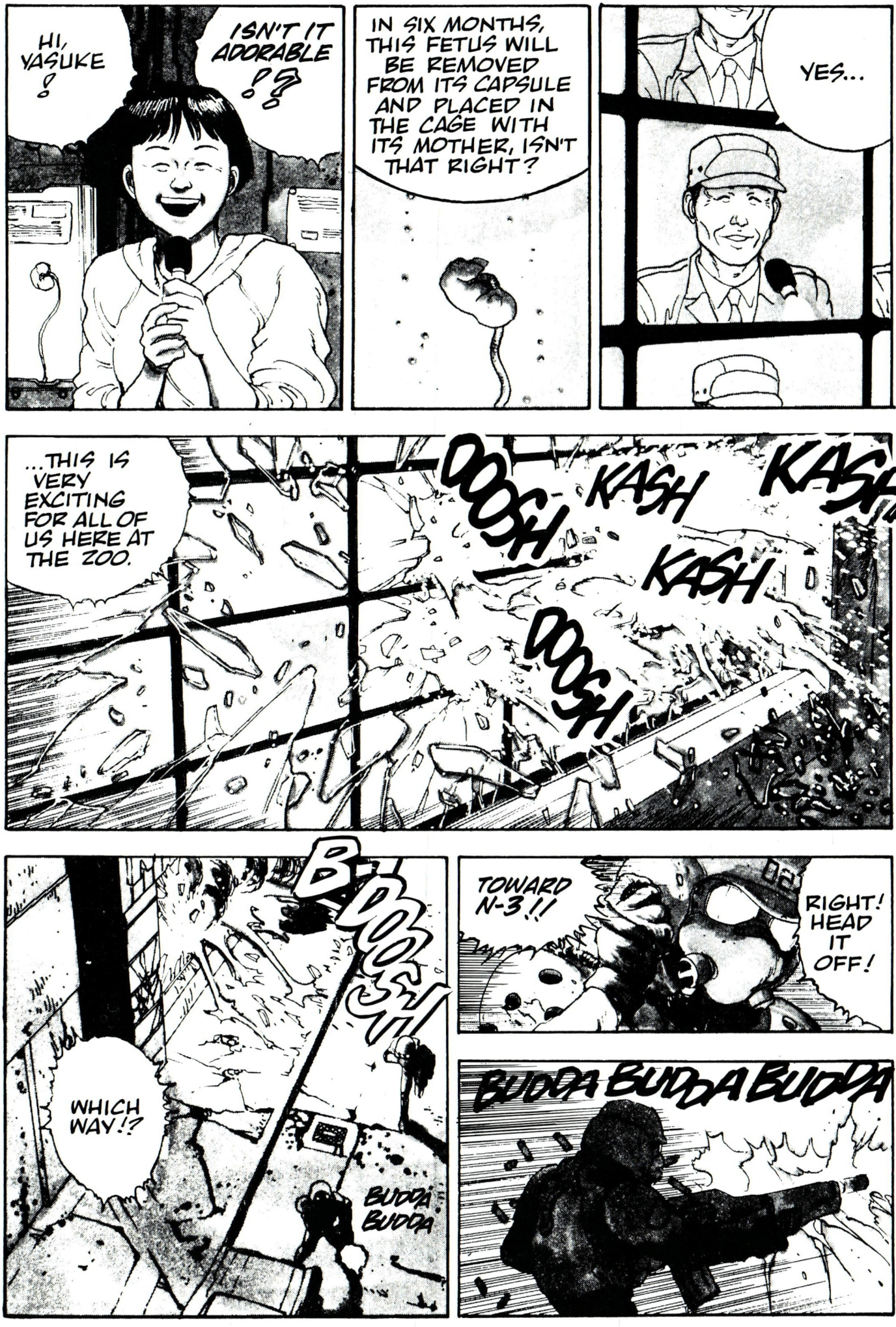

BOOM
BUDDA BUDDA BUDDA
D-DOOM
BLAM


ER, THIS IS AYAKA MORI REPOR-SKRSHH- DISTRICT 17- SHHSKR-AD POLICE- SKRRRSH-
AND- SSHHKR- OF- SHKRR-
BLAM
BUDDA BUDDA BUDDA

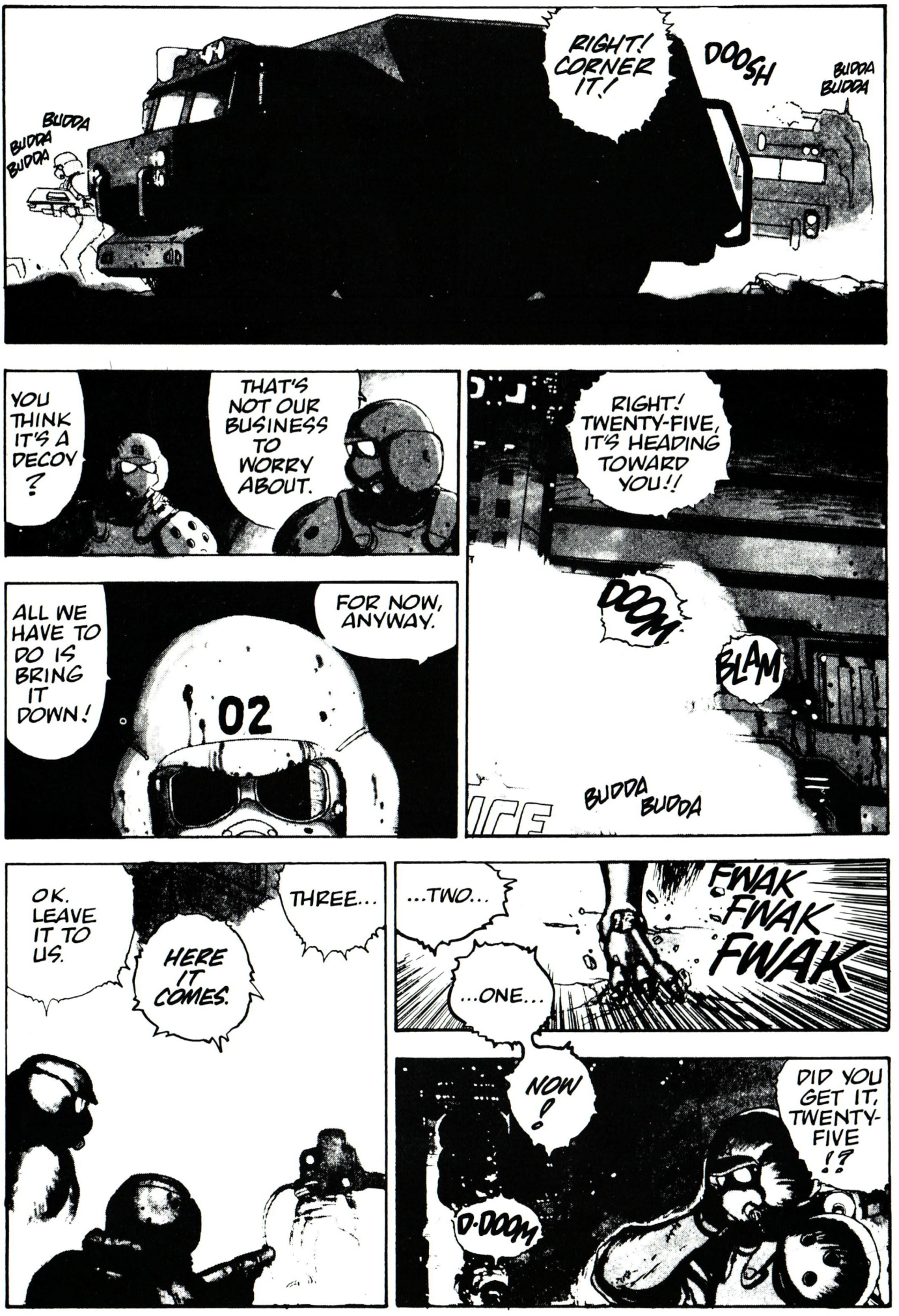
OUT OF THE WAY!!- SKRSHH-
WHAT ARE YOU DOING!?- SHKKRRSH -AH- SSHHRRK- I'M A - SKRSHSH-
-BY A BULLET- SKHHRSH- -DIE- SKRHSHSH-

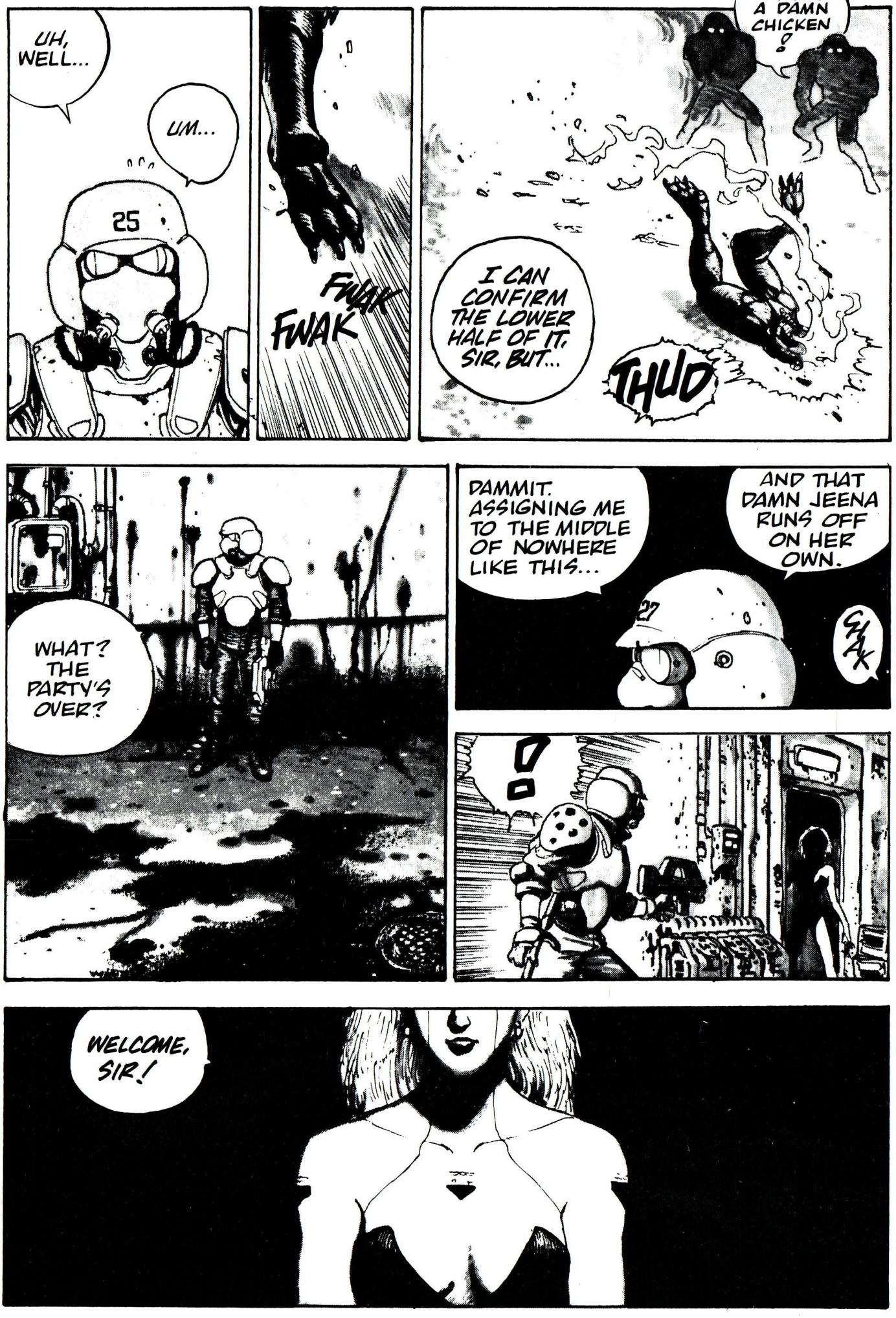

AYAKA ? AYAKA !?
UM, WE SEEM TO HAVE LOST OUR CONNECTION.

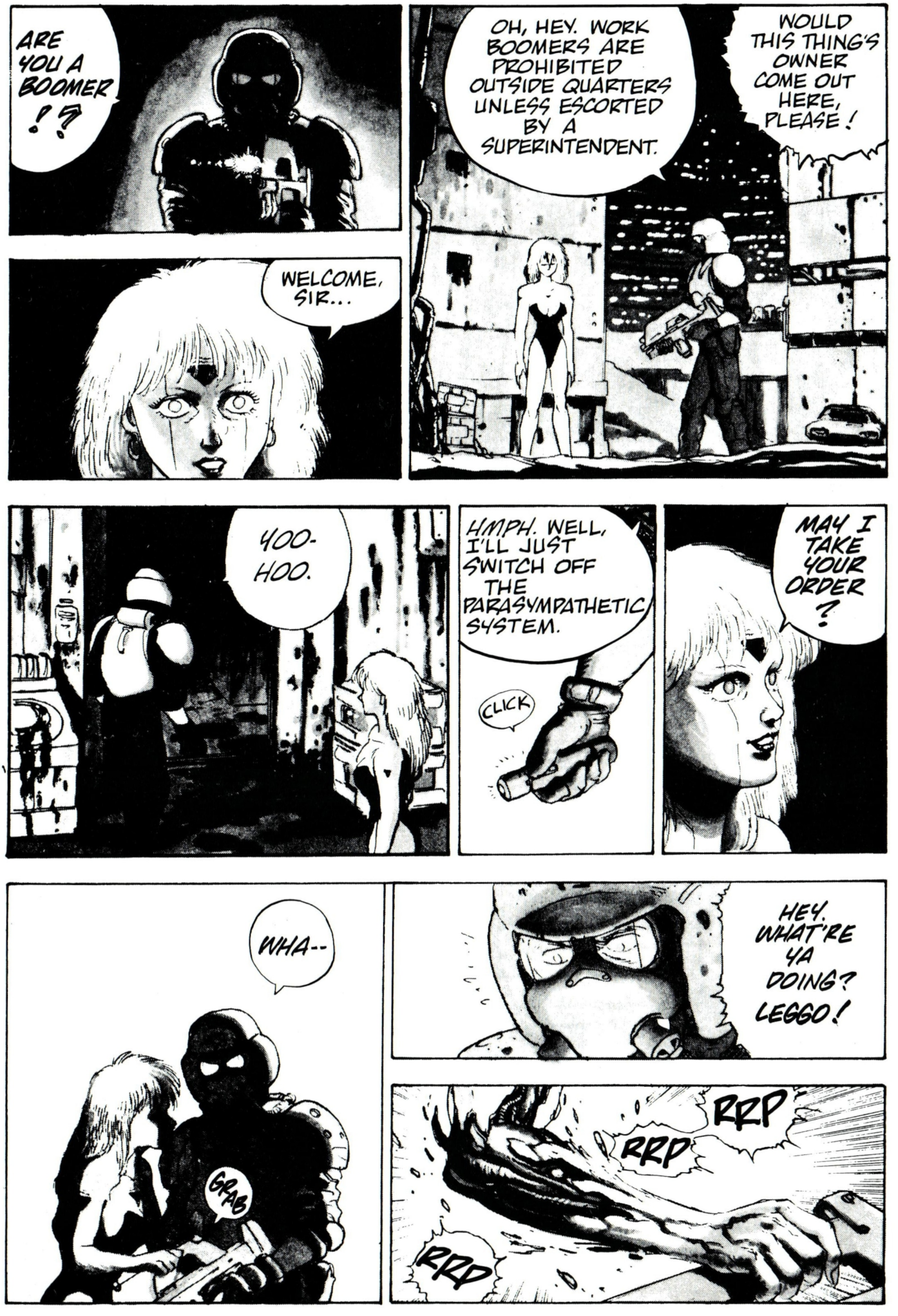

WE WILL UPDATE YOU ON THE DETAILS ONCE WE'VE REESTABLISHED CONTACT. NOW ON TO OTHER NEWS.
EXCITING NEWS OF A SUCCESSFUL CLONING OF A PANDA AT UENO ZOO. HITOMI?


HI, YASUKE!
ISN'T IT ADORABLE!?
IN SIX MONTHS, THIS FETUS WILL BE REMOVED FROM ITS CAPSULE AND PLACED IN THE CAGE WITH ITS MOTHER, ISN'T THAT RIGHT?
YES...
...THIS IS VERY EXCITING FOR ALL OF US HERE AT THE ZOO.
DOOSH
KASH
KASH
KASH
DOOSH
BOOSH
WHICH WAY!?
BUDDA BUDDA
TOWARD N-3!!
RIGHT! HEAD IT OFF!
BUDDA BUDDA BUDDA

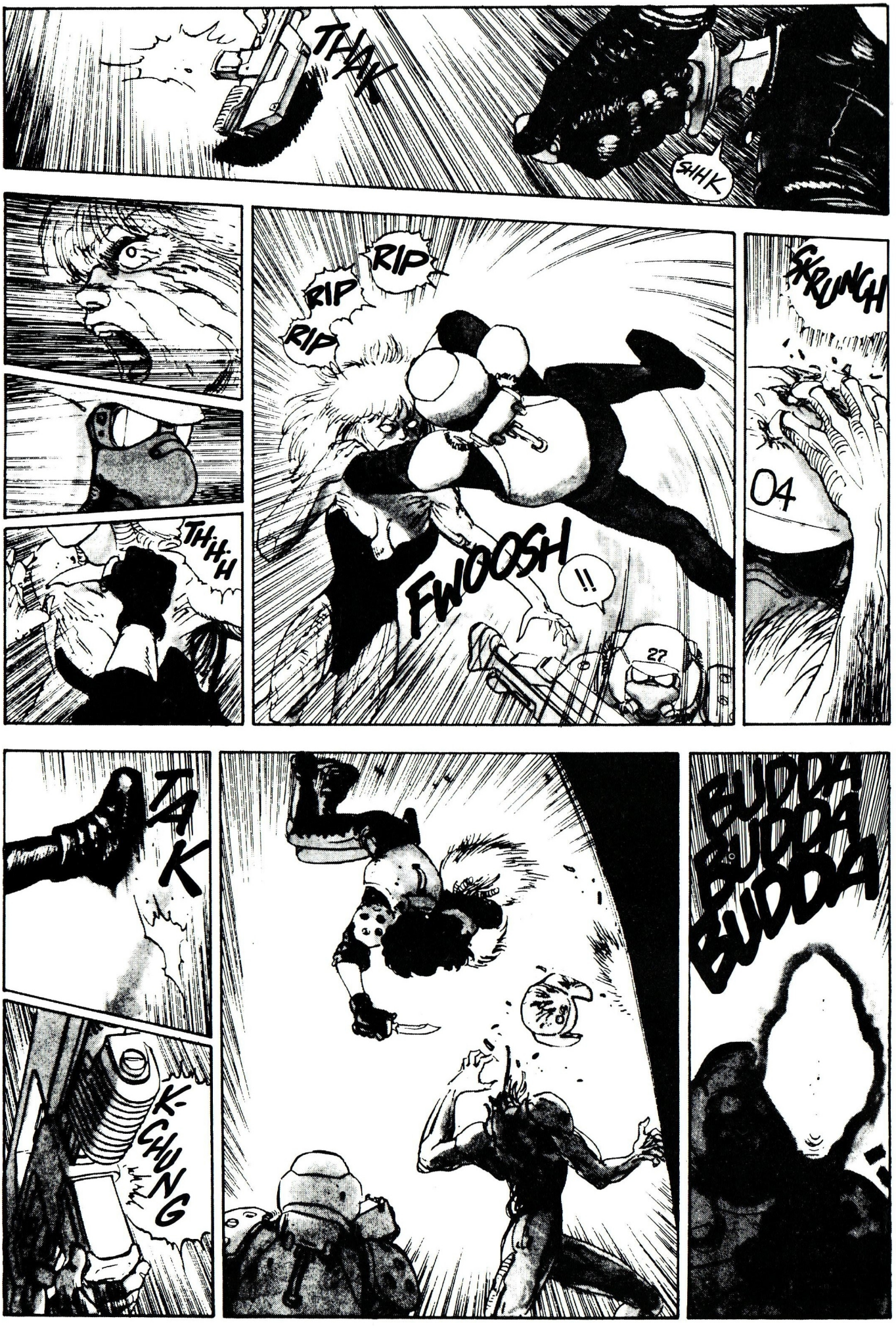
BBLAMM
BUDDA BUDDA BUDDA
PLNK-PLNK-PLNK
SKR
BOOM
TELEPHONE
KASH
BA-BA-BA-BA-BAM
WHOA!
KLUNK
BUDDA BUDDA BUDDA
B-BOOM
DAMN!
BUDDA BUDDA BUDDA
TWENTY-FIVE, HOW'S THE TRAP?
READY WHEN YOU ARE!

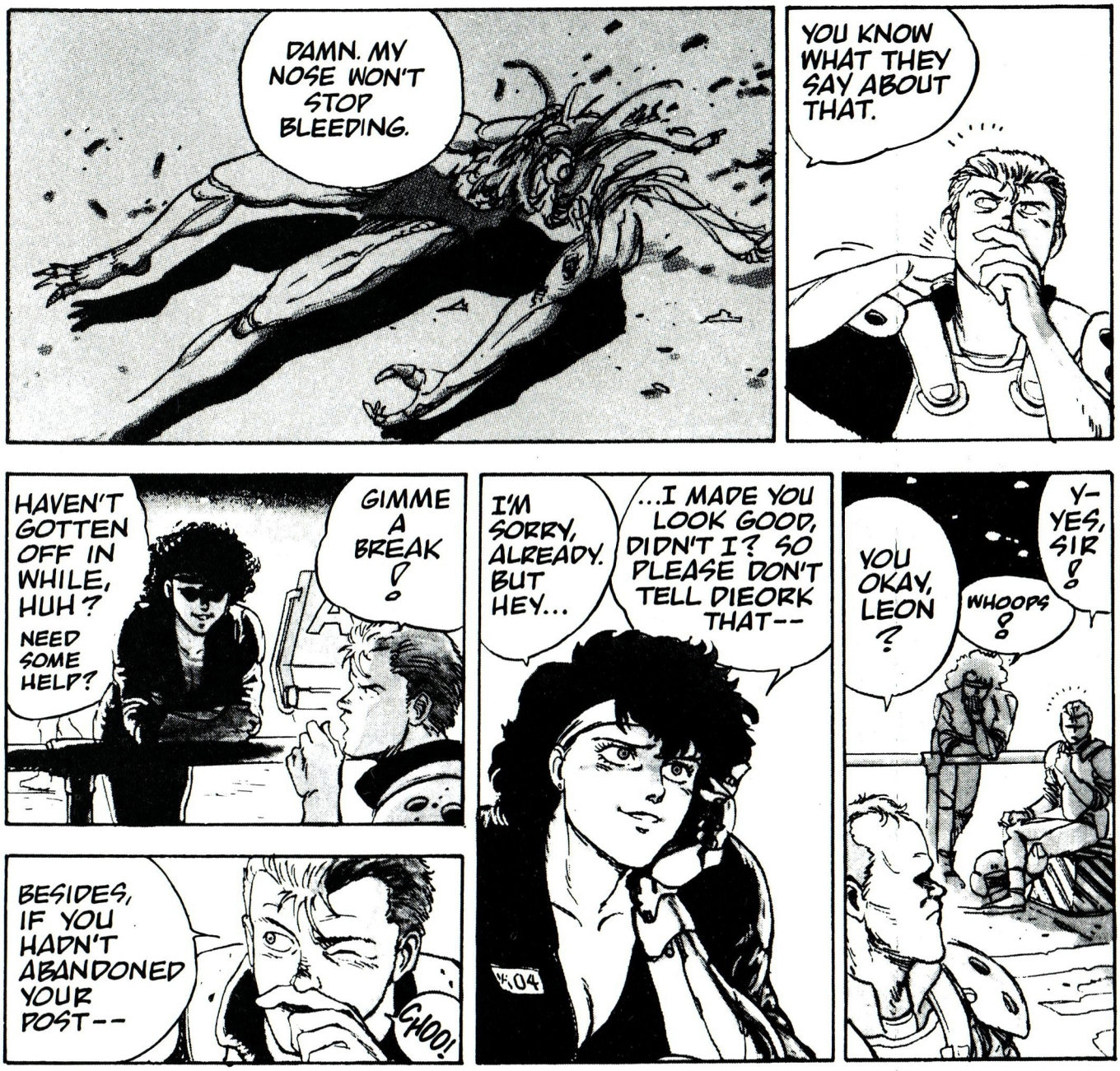

BUDDA BUDDA BUDDA
RIGHT! CORNER IT!
DOOSH
BUDDA BUDDA
YOU THINK IT'S A DECOY?
THAT'S NOT OUR BUSINESS TO WORRY ABOUT.
RIGHT! TWENTY-FIVE, IT'S HEADING TOWARD YOU!!
DOOM
BLAM
BUDDA BUDDA
ALL WE HAVE TO DO IS BRING IT DOWN!
FOR NOW, ANYWAY.
02
OK. LEAVE IT TO US.
HERE IT COMES.
THREE...
...TWO...
...ONE...
FWAK FWAK FWAK
NOW!
D-DOOM
DID YOU GET IT, TWENTY-FIVE!?


UH, WELL...
UM...
25
FWAK
FWAK
IT'S LIKE A DAMN CHICKEN!
I CAN CONFIRM THE LOWER HALF OF IT, SIR, BUT...
THUD
WHAT? THE PARTY'S OVER?
DAMMIT. ASSIGNING ME TO THE MIDDLE OF NOWHERE LIKE THIS...
AND THAT DAMN JEENA RUNS OFF ON HER OWN.
27
SHAK
!
WELCOME, SIR!


ARE YOU A BOOMER!?
WELCOME, SIR...
OH, HEY. WORK BOOMERS ARE PROHIBITED OUTSIDE QUARTERS UNLESS ESCORTED BY A SUPERINTENDENT.
WOULD THIS THING'S OWNER COME OUT HERE, PLEASE!
YOO-HOO.
HMPH. WELL, I'LL JUST SWITCH OFF THE PARASYMPATHETIC SYSTEM.
CLICK
MAY I TAKE YOUR ORDER?
WHA--
GRAB
HEY. WHAT'RE YA DOING? LEGGO!
RRP
RRP
RRP

DAMN
WHUMP
27
THEY WERE FUSED TOGETHER !?
THNK.
CHK.
BLAM
KAK
!
?
CHK CHK
OUCH !
M- MY NOSE...
LEON! DOWN !!
!
DOM DOM DOM
JEENA !?


THAK
SHHK
SKRUNCH
04
RIP
RIP
RIP
FWOOSH
!!
27
THHH
AK
K-CHUNG
BUBBA
BUBBA
BUBBA



TO BE CONTINUED

The American anime industry has come a long way since the early days of Astro Boy. *Several U.S.-based companies are making it easier than ever for non-Japanese speaking fans to keep up with their favorite shows. In this section,* ANIMERICA *takes a look at the best in English subs and dubs. By* **Rick Sternbach**

The Supergal

Subtitled by U.S. Manga Corps™ • Translated by William Flanagan • Color, Stereo; 50 min. • $34.95 • On Sale 11/11/92

An examination of the front cover of the *Supergal* laser disc yields a determined red-headed young woman at the controls of a spaceship; the opposite side gives us brief glimpses of other characters. Neither, however, will prepare the uninitiated for the extreme case of mayhem to follow the pushing of the "PLAY" button.

This second installment in the *Rumic World* OAV series comes to us from the pen of its creator, Rumiko Takahashi, the woman who gave us *Urusei Yatsura*, *Maison Ikkoku* and most recently, *Ranma 1/2*. Anyone not aware of these titles, unless just now discovering anime, must have been living underground for the past decade.

Supergal is an intensely fun diversion that follows the exploits of Maris, a girl with a complicated life story that all leads back to her exploded, heavy-gravity homeworld. In any other star system, it would seem, her strength is off the scale and must be kept in check through a set of restraint bands. This superstrength has gotten her family into trouble on occasion, requiring her to seek different jobs to pay for various bits of property damage (wrestling being one past occupation). The obligatory shower scene is satisfyingly warped, reminding us of the zanier parts of *Urusei Yatsura*. The restraint and damage elements recur in places like *Project A-Ko* and *Dirty Pair*, both of which acknowledge a number of Takahashi characters with undisguised (if quick) cameo appearances. The widely used practice of reciprocal appearances in anime is plainly evident in *Supergal*; a key character bears a striking resemblance to *Gundam*'s Char Aznable.

The film is replete with space chases, crashes, explosions, criminals, strange aliens, desert survival, flashbacks and (heavens) even a little downtime, as Maris struggles to complete her current mission as a Space Patrol operative. The mecha designs, backgrounds, and animation all support the film adequately, with story and characterization making up for many of *Supergal*'s artistic shortcomings. At times the film seems to have been padded with scenes that don't exactly progress the story, but these are tolerable; they are never so long as to cause the viewer to squirm nervously. A planetside beach sequence and an entrance to an "Old West" alien town are among the culprits. They are at least marginally fun during repeat viewings.

Maris is a delightfully contradictory and very human character, at times tough and capable, at times perplexed and vulnerable. At one point, after all of her travails, she loses her cool entirely and for good reason, as the viewer will discover. In a match with her old wrestling foe, "Zombie" Sue, poor "Vampire" Maris deserves our heartfelt sympathy, enduring moves that make WWF wrestlers look like Mother Teresa.

Among the other cleverly invented characters is her sidekick Murphy, a nine-tailed anthropomorphic fox with psychokinetic powers, and her Space Patrol boss, a dominating presence on her spaceship viewscreen. Murphy appears to be the voice of reason, a watchful angel helping to keep Maris on track during the toughest of times. I suspect he sticks with her because of some insane pleasure he gets from the mental sparring.

The background music soundtrack serves its basic purpose, with compositions that fit the mood of each segment fairly well, though nothing truly stands out as a tune you could hum after the picture is over. The remarkable exception is "Binbo" ("poverty"), the lively vocal cut that perfectly compliments the end credits. Those end credits are an absolutely hilarious recap of many key scenes, beginning with the title, but redone as a series of "outtakes." To say that this is probably the best part of the film should not be construed as being overly critical of the rest of it; rather, it must have been great fun to create the gaffs and even deliberate animator's production mistakes. One reviewer has made the apt analogy to the *Smokey and the Bandit* films that offered similar end-credit bloopers.

While my personal tastes have not seen *Fire Tripper* or *Laughing Target*—the other animated installments in the *Rumic World* set—added to my collection, *Supergal* does manage to fit into a certain niche that enjoys a good dose of insane fun.

Rick Sternbach is best known for his work as senior illustrator/technical consultant on *Star Trek: The Next Generation* and soon, the *STTNG* spin-off *Deep Space Nine*. He has twice been honored with science fiction's prestigious Hugo Award for Best Artist, and won an Emmy as an assistant art director on the PBS series *Cosmos*. His list of favorite anime goes at least as long as his art credits, and when he's not wheedling *STTNG*'s writers into including anime in-jokes in the scripts, he studies Japanese with his young son Josh through his abundant anime laser disc collection.

More than just entertainment, anime is one of Japan's most valuable (and enjoyable) forms of cross-cultural communication. In this section, ANIMERICA *asks Japanese and U.S. industry professionals to evaluate the latest in this diverting and enriching art form.*

Giant Robo, "The Day the Earth Stood Still"

Amuse Video/Bandai-Emotion • Color; 55 min. • ¥9800 (w/tax) • On Sale 7/23/92

In the 1950s and '60s, when Japan had just recovered from the disasters of World War II, the biggest form of entertainment for children was monthly comic magazines. All children were excited about the remarkable images these comic magazines had brought about, and everyone dreamed of the wonderful days of the twenty-first century.

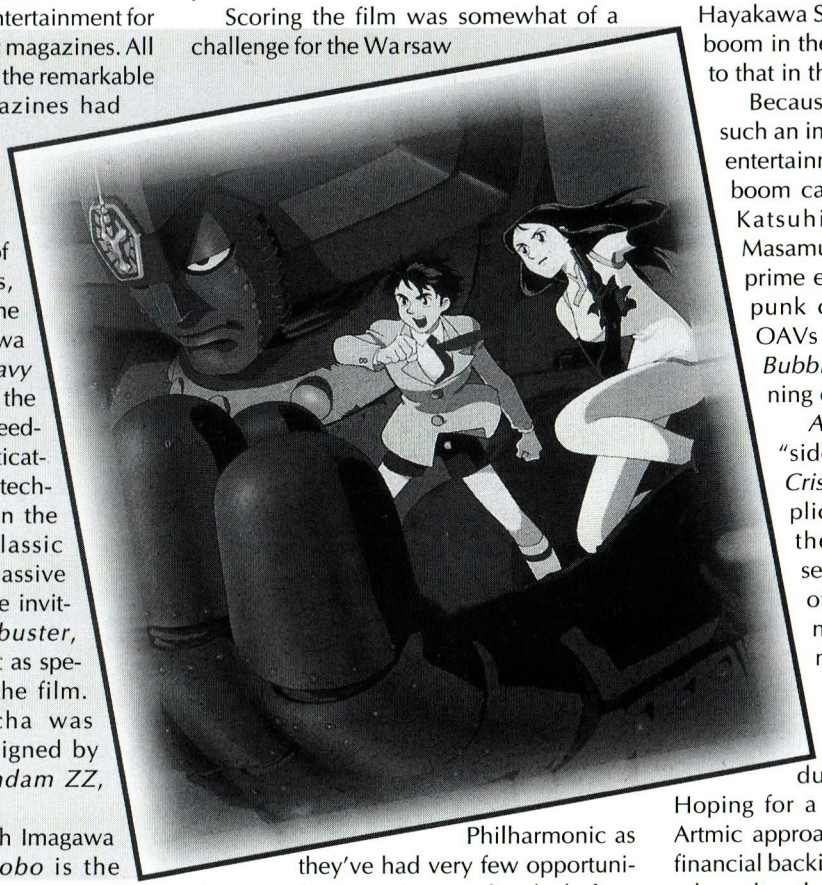
Among the storytellers of these monthly magazines, Mitsuteru Yokoyama was one of the best. Yasuhiro Imagawa (*Aura Battler Dunbine, Heavy Metal L-Gaim*), director of the *Giant Robo* OAV, has succeeded in using the most sophisticated of the latest animation techniques to splendidly regain the atmosphere of the old classic comics. To express the massive sensation of giant robots, he invited Hideaki Anno (*Gunbuster, Secret of Blue Water*) to act as special effects animator on the film. The old-fashioned mecha was updated and newly redesigned by Makoto Kobayashi (*Gundam ZZ, Venus Wars*).

One important approach Imagawa has taken with *Giant Robo* is the appointment of popular characters as if they were actual actors from other Yokoyama masterpieces. (This is a technique often seen in the manga of Osamu Tezuka.) Readers are pleased to find their favorite characters in the film and as a result, feel a sense of familiarity with the new work.

With the exception of *Giant Robo*'s main characters (Daisaku, Ginrei, etc.), the majority of other characters were "borrowed" from other comics. For example, two special agents of Interpol, Tetsugu and Taiso, have been taken from *Romance of the Three Kingdoms*. Even the beloved Kenji Murasame appears in the role of a private detective from *Iron Man 28*.

The soundtrack of *Giant Robo* is another bonus. You'll notice that the background music is of remarkably high quality. It's natural when you consider that the soundtrack is performed by the Poland National Warsaw Philharmonic Orchestra. Lively and soul-stirring music composed by Masamichi Amano has been rendered to perfection.

Scoring the film was somewhat of a challenge for the Warsaw Philharmonic as they've had very few opportunities to perform movie soundtracks before. It's said that the international cooperation was carried out with the highest degree of friendship between the film's producers and the Philharmonic. If possible, enjoy the performance in the digital audio available on the laser disc release of the film—the mastering is first-rate.



In summary, *Giant Robo* is an important milestone in the OAV genre, saying farewell to cheap-budget junk productions and setting a new standard. It seems to point to good things in the OAV future.

—*Yoshitaka Ishigami*

AD Police, File 1 "Phantom Lady"

Bandai • Color; 40 min. • ¥7800 (w/tax) • On Sale 6/22/92

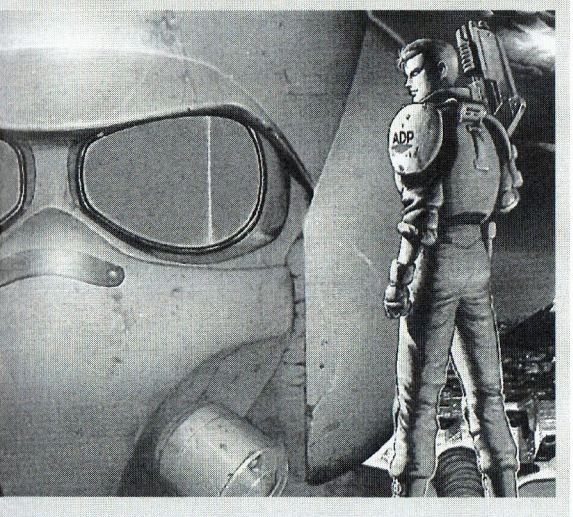
After the release of Ridley Scott's *Blade Runner* and the publication of William Gibson's *Neuromancer* by Hayakawa Shoten in 1980s, Japan saw a boom in the "cyberpunk" genre similar to that in the U.S. several years earlier.

Because animation and comics are such an important part of the Japanese entertainment industry, naturally this boom carried through to the visual. Katsuhiro Otomo's *Akira* and Masamune Shirow's *Appleseed* are prime examples of Japanese cyberpunk comics. Among the many OAVs trying to cash in on the fad, *Bubblegum Crisis* is a long-running example.

AD Police is a companion or "side" story in the *Bubblegum Crisis* universe. With all the complications which arose during the production of the *BGC* series, investigating the making of the series may in fact be more rewarding than the animation.

Bubblegum Crisis was first released by Artmic/Toshiba EMI and was later canceled due to financial difficulties. Hoping for a continuation of the series, Artmic approached Bandai about possible financial backing. *AD Police*, the new series released on the Bandai/C. Moon label, used the same background situation as *Bubblegum Crisis* but was in fact different.

Although the original concept is credited to Mitsuaki Suzuki, speaking precisely there is no original story. Tony Takezaki, well-known for his cyberpunk style as published in Kodansha's *Comic Afternoon*, was asked to storyboard the *AD Police* world with continuity to be created from these drawings. As a bonus, an MTV-style video from *Bubblegum Crisis* was tacked onto the end of the animation by a Bandai staff well practiced in editing these kinds of videos.



Many popular animators were credited in the series' animation such as Fujio Oda (*Legend of the Galactic Heroes, Record of Lodoss War*), Yukihiro Kitazume (*Megazone 23, Char's Counterattack*), Masami Obari (*Iczer-One, Dangaio*) and art direction by Kazushige Kouen. Notable voice actors include Toshio Furukawa as Leon (Ataru, *Urusei Yatsura*); Yoko Matsuoka as Gina (Haruka Daichi, *Granzort*); and Yoko Magami as Phantom Lady (Yuki, *Space Cruiser Yamato*).

AD Police maybe a case of too much, too little, too late. An example of the 1980s Japanese animation "bubble" industry (in which OAVs are hurried through production to take advantage of a passing trend), *AD Police* features a star-studded production and voice-acting staff but never quite lives up to the potential displayed in Takezaki's original comic. Perhaps it's because I'm a fan of an earlier, more classic era of animation (die-hard *Bubblegum Crisis* fans may well enjoy it), but *AD Police* doesn't quite manage to catch my interest.

—Yoshitaka Ishigami

Ushio and Tora

Toho Video • Color; 54 min. • ¥4800 (w/tax) • On Sale 9/11/92

Perhaps the nicest thing about the new OAV series *Ushio to Tora* ("Ushio and Tora") is what it is not. It is not another series about giant robots, nor is it set in a *Road Warrior*-esque, post-apocalyptic future. (Some people can never get enough of these genres, but I can. And long since have.) *Ushio and Tiger*, based on the popular manga currently appearing in Japan's weekly *Shonen Sunday*, is set in the present and draws on Japan's folkloric past.

It is the story of a young boy (isn't it always?) whose family has for generations managed a temple which, like many real temples and shrines in Japan, has a legend attached to it. It is said that the boy's ancestor of some five hundred years ago battled a supernatural monster, pinned it to a stone with the magical *kemono no yari* ("beast spear"), and built this temple to serve as the creature's prison. The boy, Ushio, discovers the monster in its dungeon beneath the temple and for a number of reasons—his own stupidity high amongst them—pulls out the spear, releasing the creature.

Ushio, wielding the fearsome *kemono no yari*, forces the monster he's nicknamed Tora or "Tiger" to help him destroy the "supernatural vapors" that escaped from the dungeon when Ushio broke the seal and which have taken on an unpleasant life of their own. Beast and boy form an uneasy and often comical alliance, battling stray spirits and other supernatural nasties.

The animation is TV-quality, and fight scenes lack the fluid grace of some of the feature-length, big-budget anime, but some interesting cinematography, the refreshing storyline, and a lively cast of characters more than make up for any technical shortcomings.

—Matt Thorn

CD Review

The Compact View

In Japan, animation soundtracks are every bit as legitimate as the latest from Ryuuichi Sakamoto. Even the most humble of anime features are certain to be accompanied by an "official" soundtrack. Each issue in ***The Compact View****, music enthusiast* ***Chris Keller*** *helps you to understand the often confusing world of CDs by reviewing both Japanese and domestic releases.*

Superdimensional Fortress Macross
BGM Collection
Kentaro Hanada
Victor VDR-1116
71 min. ¥3200

Considered by most anime soundtrack buffs to be a classic, this album was released after the 1984 film, *Macross, Do You Remember Love?*, and reprises much of the soundtrack music from the TV series.

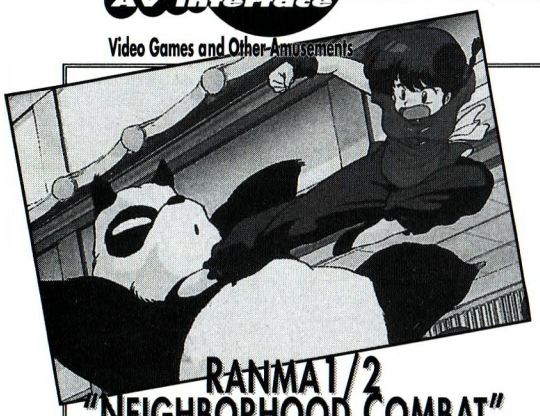
With 43 different tracks cleanly recorded and running at over 71 minutes, this is a bargain in comparison to the three-disc "*Macross* Complete Collection" recently released at the much higher price of ¥7000+.

Composer and renowned jazz pianist Kentaro Hanada has provided the TV series and film with a wide variety of music. Ranging from action to violin-laden romantic pieces to light jazz, this album journeys all over the musical landscape.

Overall, for lovers of the original *Macross*, this CD offers the majority of the essential music from the series and movie on one CD. For those with a interest in the *Macross* series, this album is a great buy.

—Chris Keller

Ever wanted to play a character from your favorite anime or manga? Video games can add a whole new dimension to enjoying anime. Each month, ANIMERICA'S video game experts share tips and advice to help you achieve your highest score ever.



RANMA 1/2 "NEIGHBORHOOD COMBAT"

System: *Super Famicom/SNES (requires adapter)*
Type: *Action*
Maker: *Masaya*
Cost: *¥8800*
Release Date: *3/27/92*

A fighting tournament is announced at the neighborhood festival. Hearing that the prize is an all-expenses-paid trip to China, Ranma announces, "The winner's gonna be me!" However, Ranma isn't the only competitor and the fighting gets fast and furious as the entire neighborhood gets into the act.

❑BASIC PLAY

You may play against the computer or against an opponent. Each fight is best-of-three; you may not switch characters between bouts. Also, you cannot fight against yourself unless you hold the L and R buttons simultaneously while selecting characters (you may find yourself fighting atop an 18-wheeler coasting down the highway, a scene not found in normal one-player game play).

❑GENERAL MOVES

Ranma Has a pseudo *Fist of the North Star* move with hands striking out at blinding speed for a short time. Probably the most well-balanced character.

Genma Slowest of them all, but attacks do ferocious damage. Can not only shoot panda heads like fireballs but becomes a momentary human juggernaut, running over opponents mercilessly.

Kodachi While jumping, can bounce red balls that will knock you off your feet. Can also shoot out ribbon very fast, knocking you to the ground.

Kuno Quick with his wooden sword, fast enough to form nearly impenetrable wall of short bursts. Able to summon lightning. However, cannot throw; distance attacks leave him vulnerable to close encounters.

Kocho May use clippers to cut, an extendible foot to kick, pineapples as bombs, DDT, even a big hammer.

Shampoo Very quick. Like Kocho, unsuspected attacks are her strength, as well as her agility.

Ryoga Able to throw bandanna around screen, use exploding-rock technique to deliver strong damage-power like Genma.

❑Tactics and Notes

If a character is blocking, attacks will do no damage except in cases of high attacks while blocking low and vice versa. Throws cannot be blocked, although continuous throwing as a means of winning will fail (counterattacks made by fallen opponents seem to have priority). But keep your guard up at all times, as the computer opponent already knows these tactics.

There is no time limit. Therefore, there's no rush to make hasty decisions.

All the music is in the style of the *Ranma 1/2* animated features. All the digitized voices are from the actual voice actors.

The characters' fighting techniques are well-balanced, with no one character dominating others. Although some characters may seem deceptively simple to use, Murphy's Law still applies—if a character could lose, he or she will, and the game was designed well enough so that strategies could be developed to these ends.

The only disappointment is that other characters from the TV series were noticeably missing, especially Ukkyo and Mousse. However, rumors indicate that there'll be a CD-Rom version at some later point. It's theoretically possible that more characters, more music, more graphics and more of everything may be added, but we'll just have to wait and see.

Otherwise, it's well worth the ¥8800.

—Eugene Lee

Fast-Forward

New and Upcoming Video Game Releases

Super Gatchapon World, "SD Gundam X"

System: *Super Famicom/SNES (requires adapter)*
Type: *Strategic Simulation*
Maker: *Yutaka*
Release Date: *9/92*

Super Famicom (16-bit) version of popular Famicom (8-bit) game. Includes over 60 mobile suits ranging from original *Gundam* TV series to *F-91* movie. Combat sequences as well as maps improved for maximum playability.

Ranma 1/2, "Overthrow of the Indiscriminate Fighting Style"

System: *PC-Engine w/Super CD-Rom²*
Type: *Combat Action*
Maker: *Masaya*
Release Date: *10/2/92*

As with previous "Ranma" combat games, characters from the manga and anime can be pitted against each other in versus mode. In story mode, players can enjoy over 40 minutes of animation featuring voices from original TV show.

Space Cruiser Yamato

System: *PC-Engine w/Super CD-Rom²*
Type: *Strategic Simulation*
Maker: *Human*
Release Date: *Fall '92*

Based on first season of the animated classic. Player must pit the *Yamato* and her crew against the Gamilon Empire through nine scenarios to advance to classic battles seen in the TV series (i.e., Battle of Rainbow Galaxy). Enhanced with easy-to-play interface; beautifully animated visual sequences.

Superdimensional Fortress Macross, "The Eternal Love Song"

System: *PC-Engine w/Super CD-Rom²*
Type: *Strategic Simulation*
Maker: *Masaya*
Release Date: *12/92*

Sequel to "Macross 2036" game set one year later incorporating animated sequences and CD music. Characters from the previous game will make appearances, but will play only minor roles.

Ushio and Tiger

System: *Super Famicom/SNES (requires adapter)*
Type: *Action*
Maker: *Yutaka*
Release Date: *Unlisted*

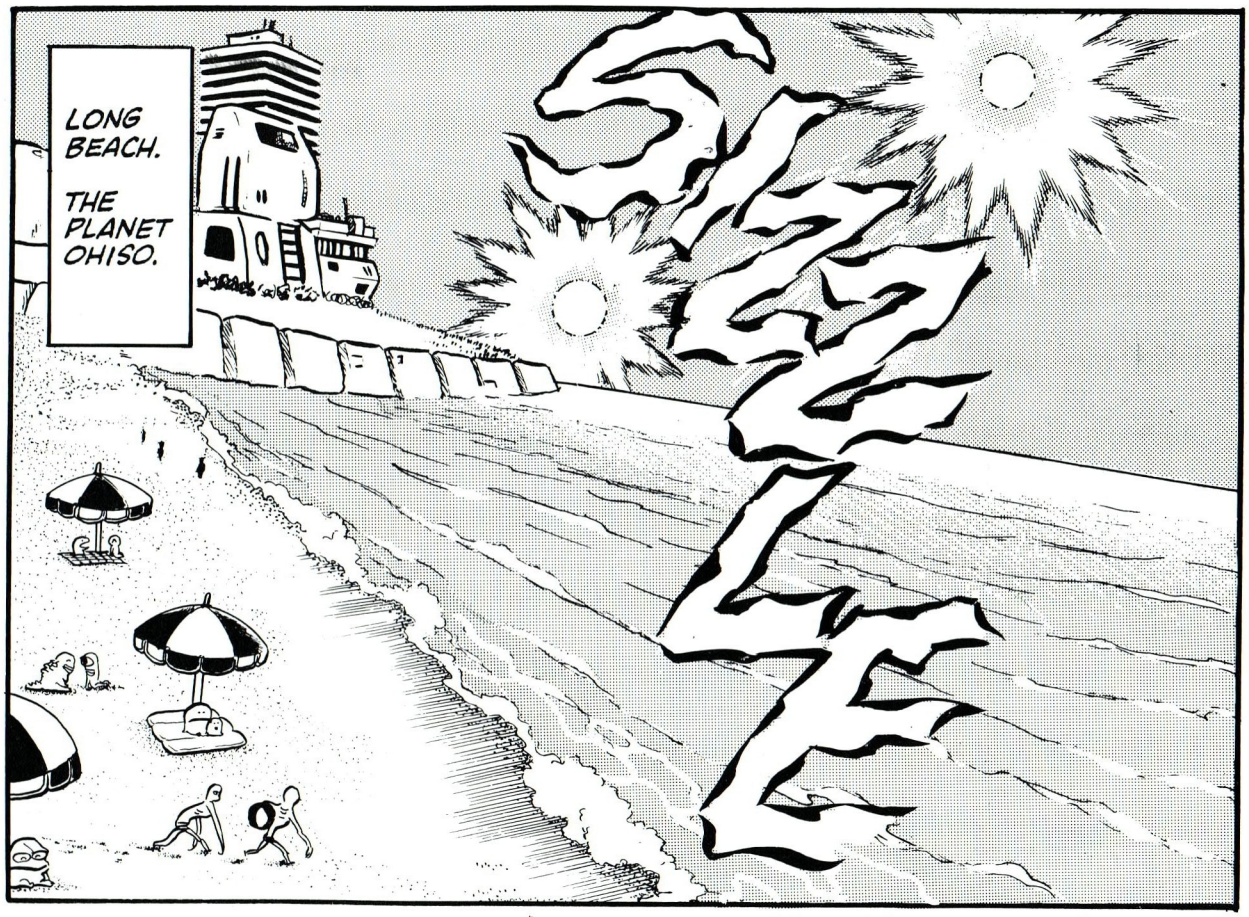
Based on first chapter of the manga (now an OAV). "Ushio" can be played through eight stages with his spear; "Tiger" with his claws and spells. Can be enjoyed even without reading the comic, but is even more fun if you have.

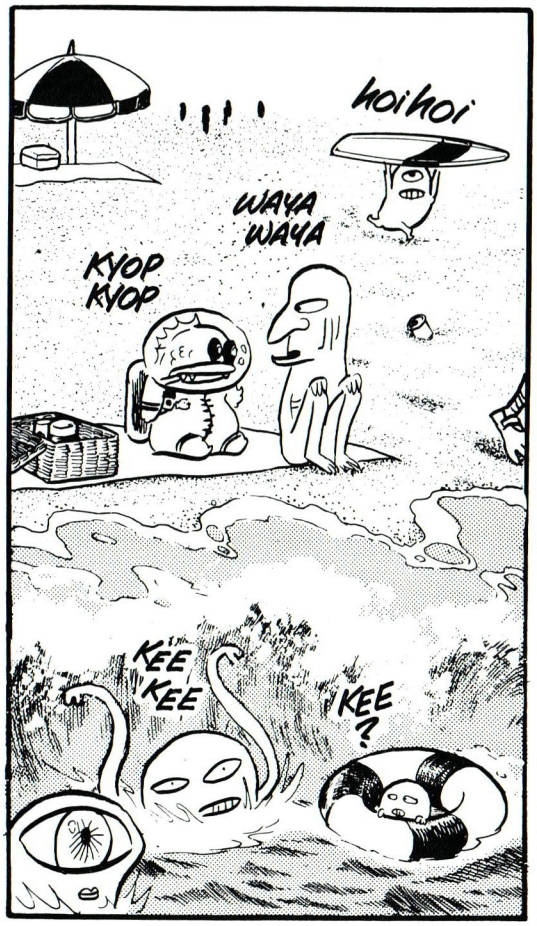
—Toshifumi Yoshida

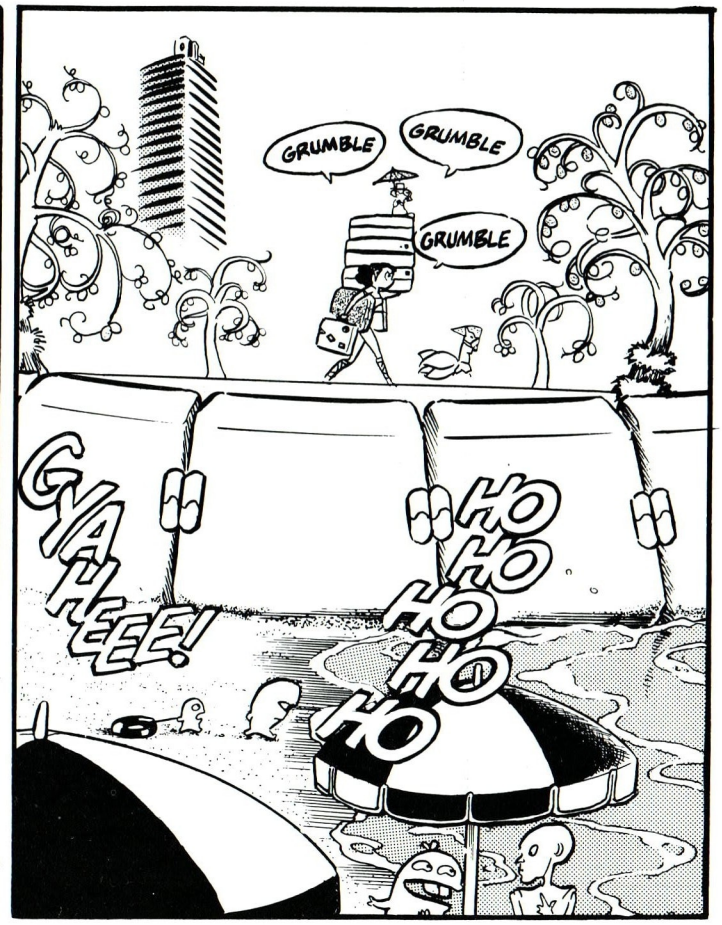
THE SUPERGAL

Story and Art by Rumiko Takahashi

Translation/Gerard Jones and Matt Thorn
Touch-up Art & Lettering/Wayne Truman


LONG BEACH.
THE PLANET OHISO.
SUDDENLY

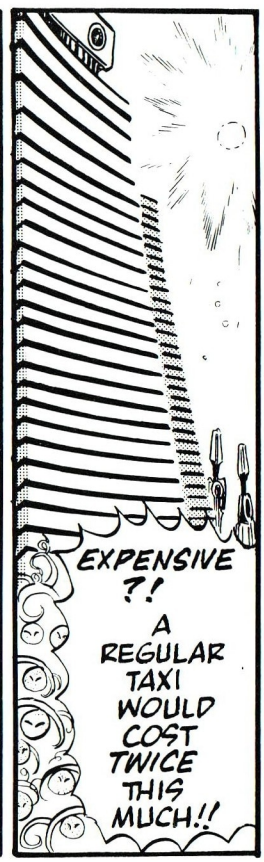

hoi hoi
WAYA WAYA
KYOP KYOP
KEE KEE
KEE ?


GRUMBLE
GRUMBLE
GRUMBLE
GYAHEEE!
HO HO HO HO HO

MY NAME'S MARIS. AND THIS IS SUPPOSED TO BE MY VACATION.
FWP
FWP
JEEZ, IT'S HOT!
GRUMBLE
HUMAN TAXI

QUIT GRUMBLING! PEOPLE WILL THINK I'M AN IDIOT FOR HANGING AROUND YOU.
GRUM-BLE
HUMAN TAXI
GRUM-BLE
AND THIS IS MY PARTNER, MURPHY.

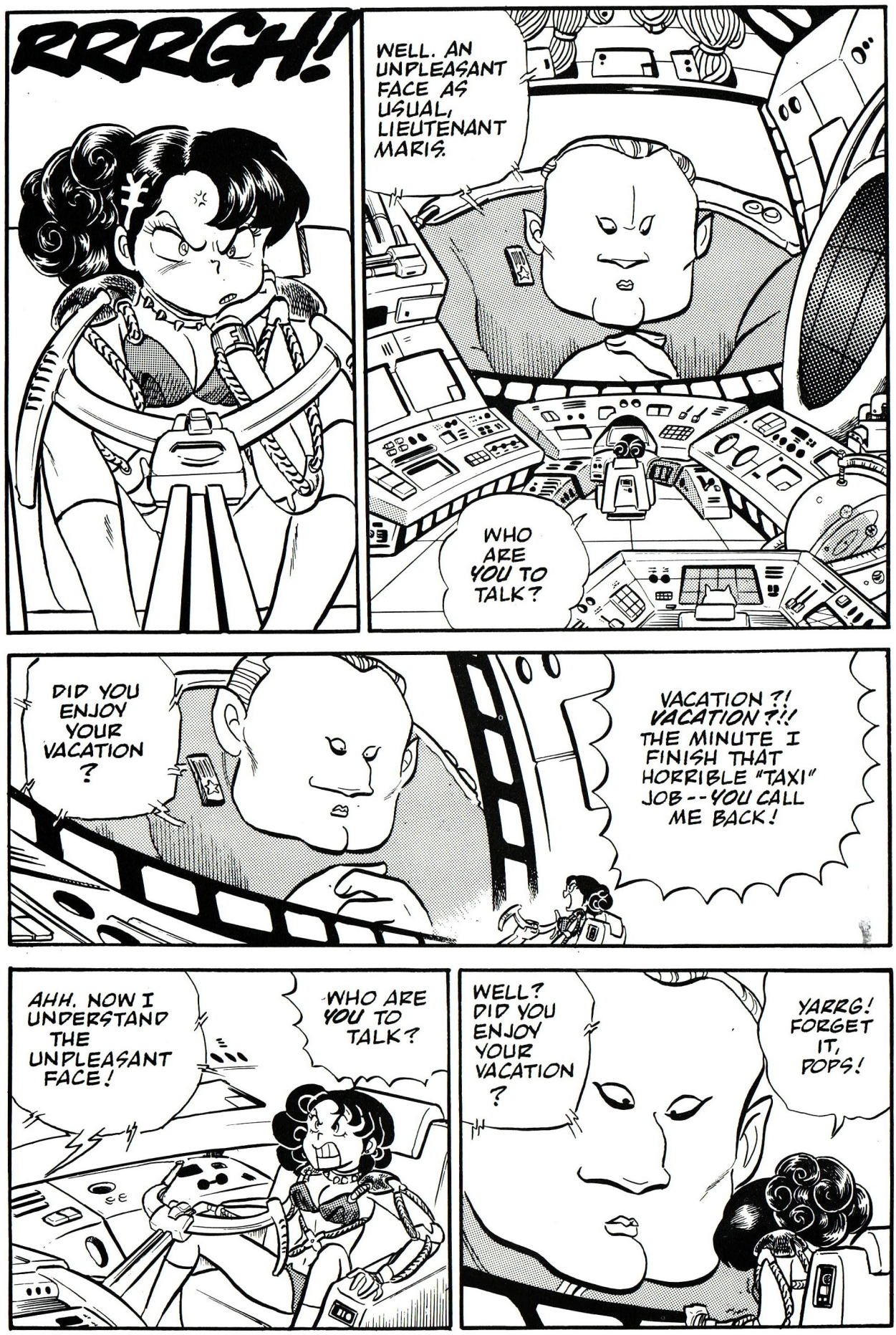
Y'SEE, I BROKE A LITTLE SOMETHING ON MY REGULAR JOB, AND I HAVE TO MAKE SOME MONEY TO PAY FOR IT.
PANT
PANT
YOU CALL THREE ROCKETS "A LITTLE SOMETHING" ?

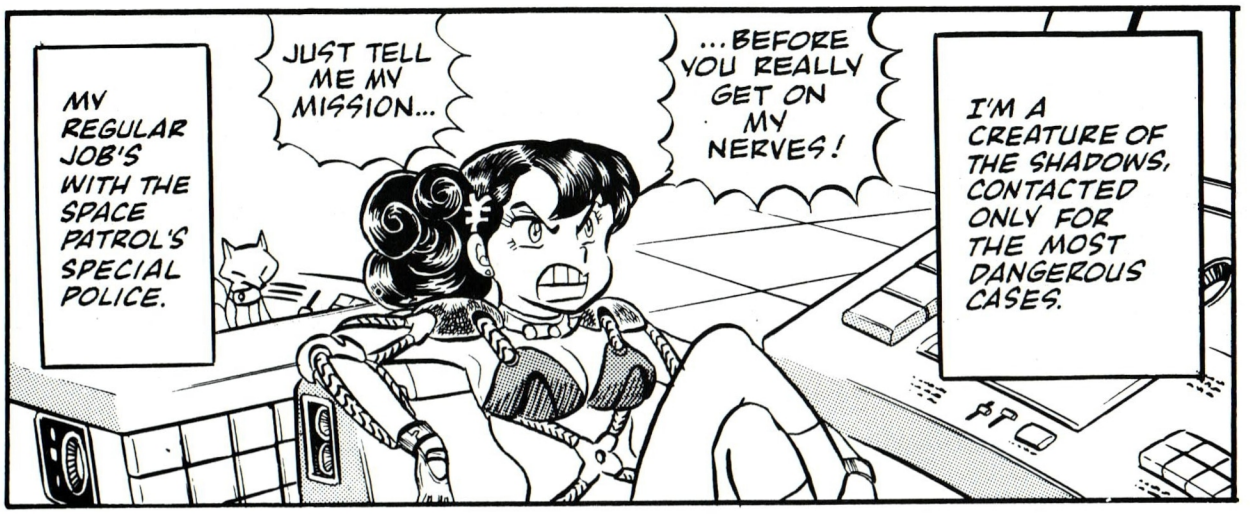

EXPENSIVE ?! A REGULAR TAXI WOULD COST TWICE THIS MUCH!!

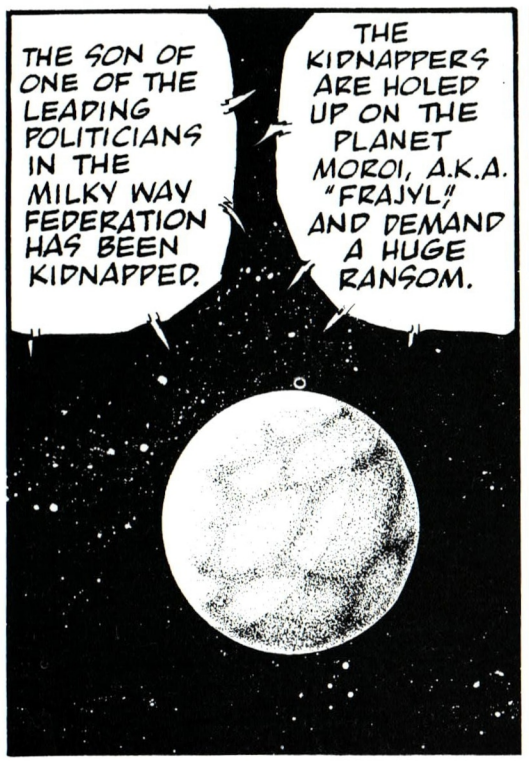
WISEST NOT TO MAKE HER ANGRY, TOURIST SIR.
THEY ARE MUCH VIOLENT ON HER PLANET THANATOS.
THAT'S FOR SURE!

MAKE ME MAD AND I MIGHT FORGET MYSELF!!
WHOK
SNAP
GOD THIS IS EMBAR-RASSING.

AUGHH! I'VE DONE ENOUGH WORK ANYWAY ?
YOU SURE ABOUT THAT ?
C'MON! I'M YOUNG! I'VE GOT TO PLAY, OR I'LL WITHER AWAY!
HMMM...
WELL, THEN... HOW ABOUT A SWIM ?
EWP
YES! AT LAST! THE SPRING-TIME OF MY LIFE!
CHUG
CHUG
CHUG

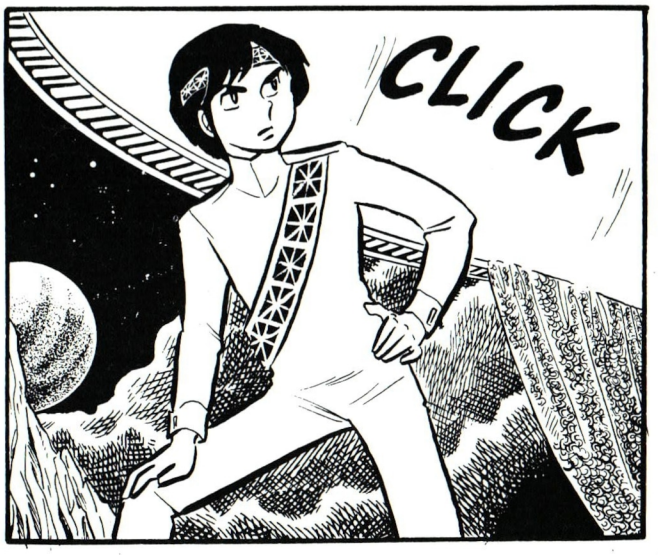

RRRGH!
WELL. AN UNPLEASANT FACE AS USUAL, LIEUTENANT MARIS.
WHO ARE YOU TO TALK?
DID YOU ENJOY YOUR VACATION ?
VACATION ?! VACATION ?!! THE MINUTE I FINISH THAT HORRIBLE "TAXI" JOB--YOU CALL ME BACK!
AHH. NOW I UNDERSTAND THE UNPLEASANT FACE!
WHO ARE YOU TO TALK?
WELL? DID YOU ENJOY YOUR VACATION ?
YARRG! FORGET IT, POPS!

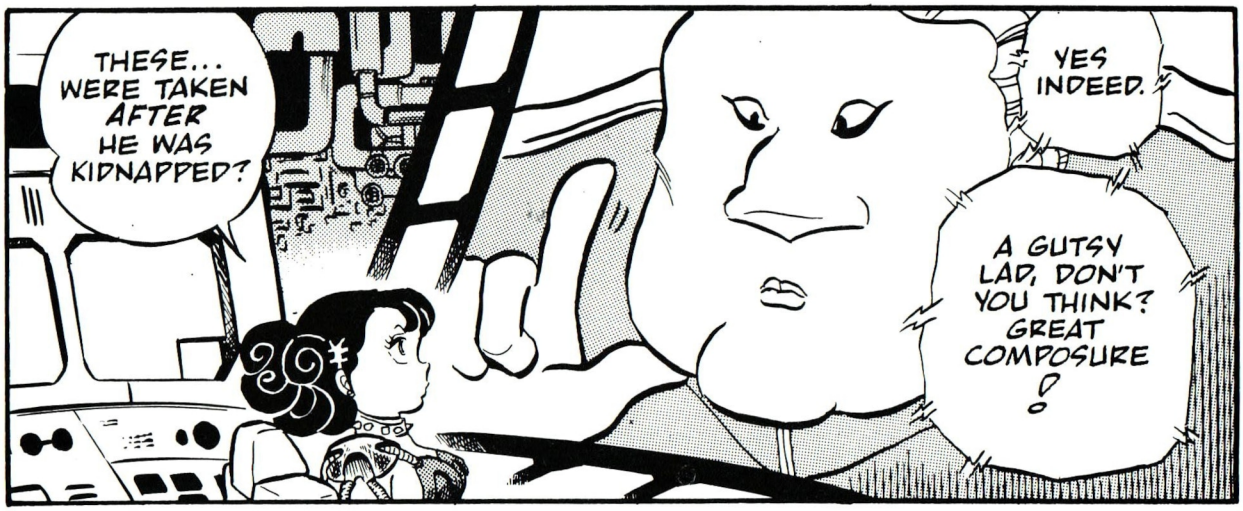

MY REGULAR JOB'S WITH THE SPACE PATROL'S SPECIAL POLICE.
JUST TELL ME MY MISSION...
...BEFORE YOU REALLY GET ON MY NERVES!
I'M A CREATURE OF THE SHADOWS, CONTACTED ONLY FOR THE MOST DANGEROUS CASES.

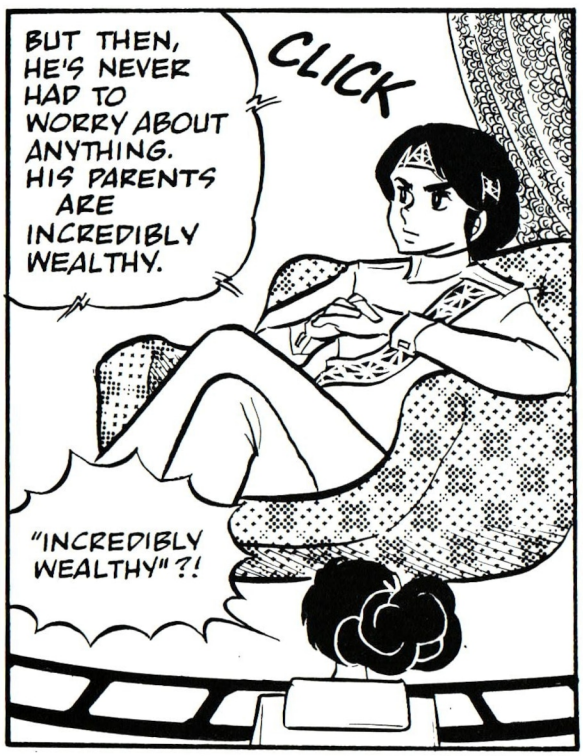

THE SON OF ONE OF THE LEADING POLITICIANS IN THE MILKY WAY FEDERATION HAS BEEN KIDNAPPED.
THE KIDNAPPERS ARE HOLED UP ON THE PLANET MOROI, A.K.A. "FRAJYL" AND DEMAND A HUGE RANSOM.

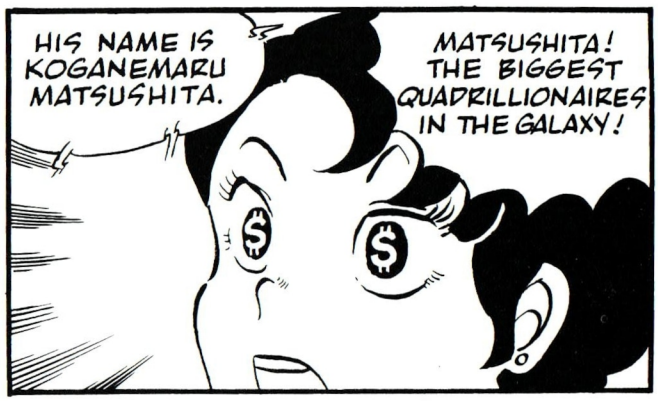
HERE ARE PICTURES OF THE VICTIM, SENT BY THE KIDNAPPERS.
CLICK
WHAT?!

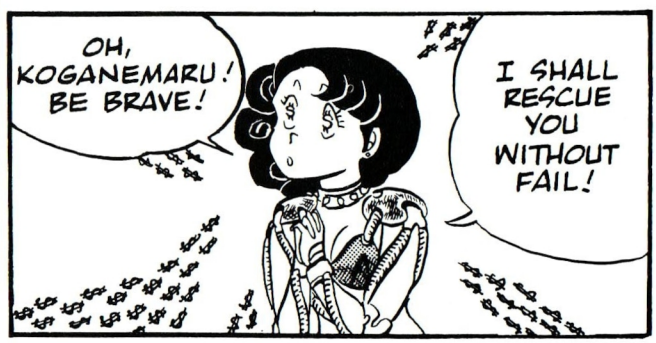
CLICK

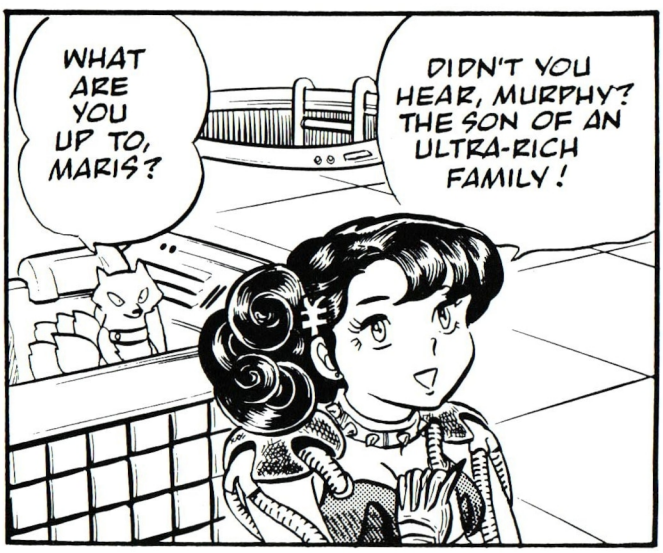

CLICK


THESE... WERE TAKEN AFTER HE WAS KIDNAPPED?
YES INDEED.
A GUTSY LAD, DON'T YOU THINK? GREAT COMPOSURE!

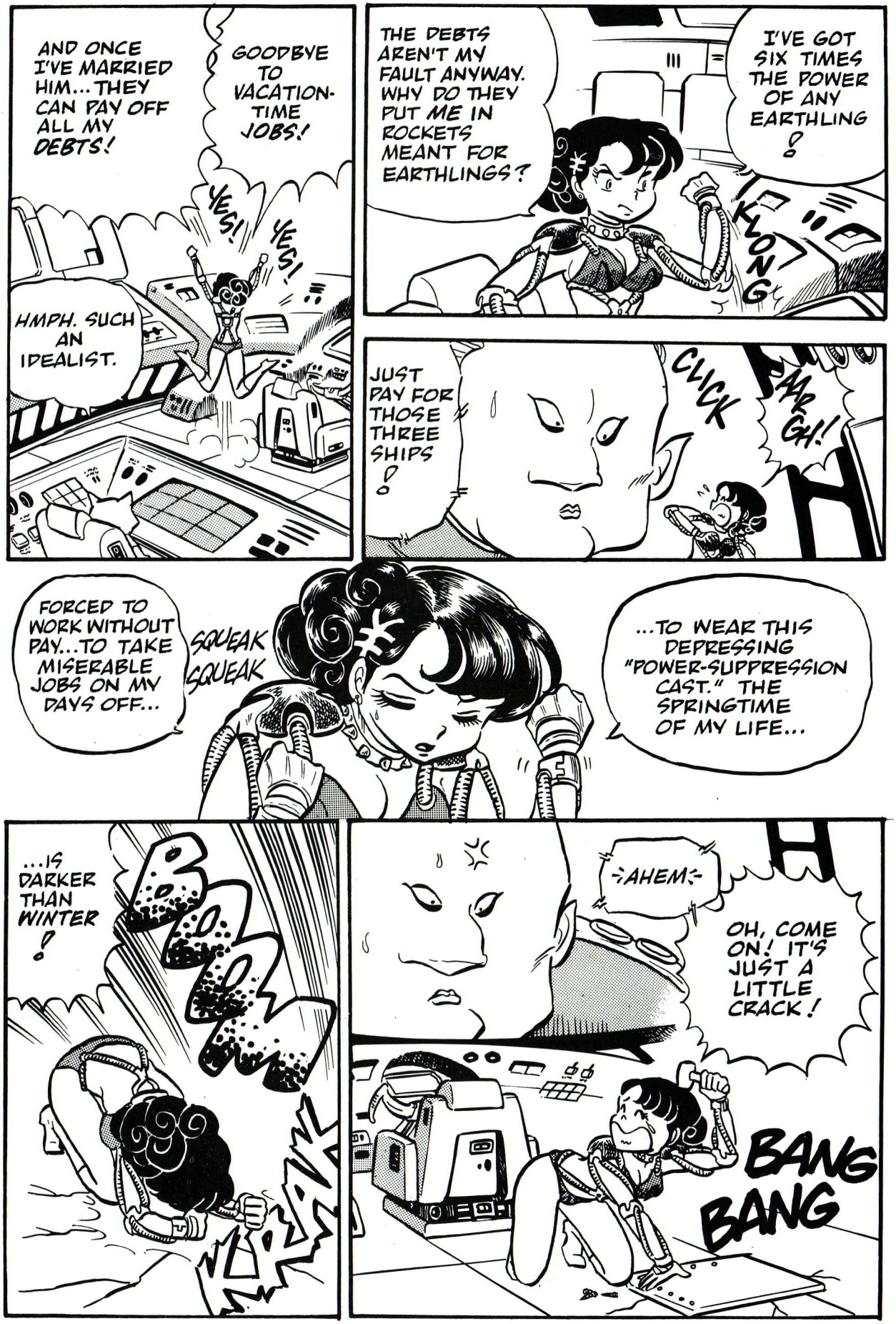

BUT THEN, HE'S NEVER HAD TO WORRY ABOUT ANYTHING. HIS PARENTS ARE INCREDIBLY WEALTHY.
CLICK
"INCREDIBLY WEALTHY"?!


HIS NAME IS KOGANEMARU MATSUSHITA.
MATSUSHITA! THE BIGGEST QUADRILLIONAIRES IN THE GALAXY!

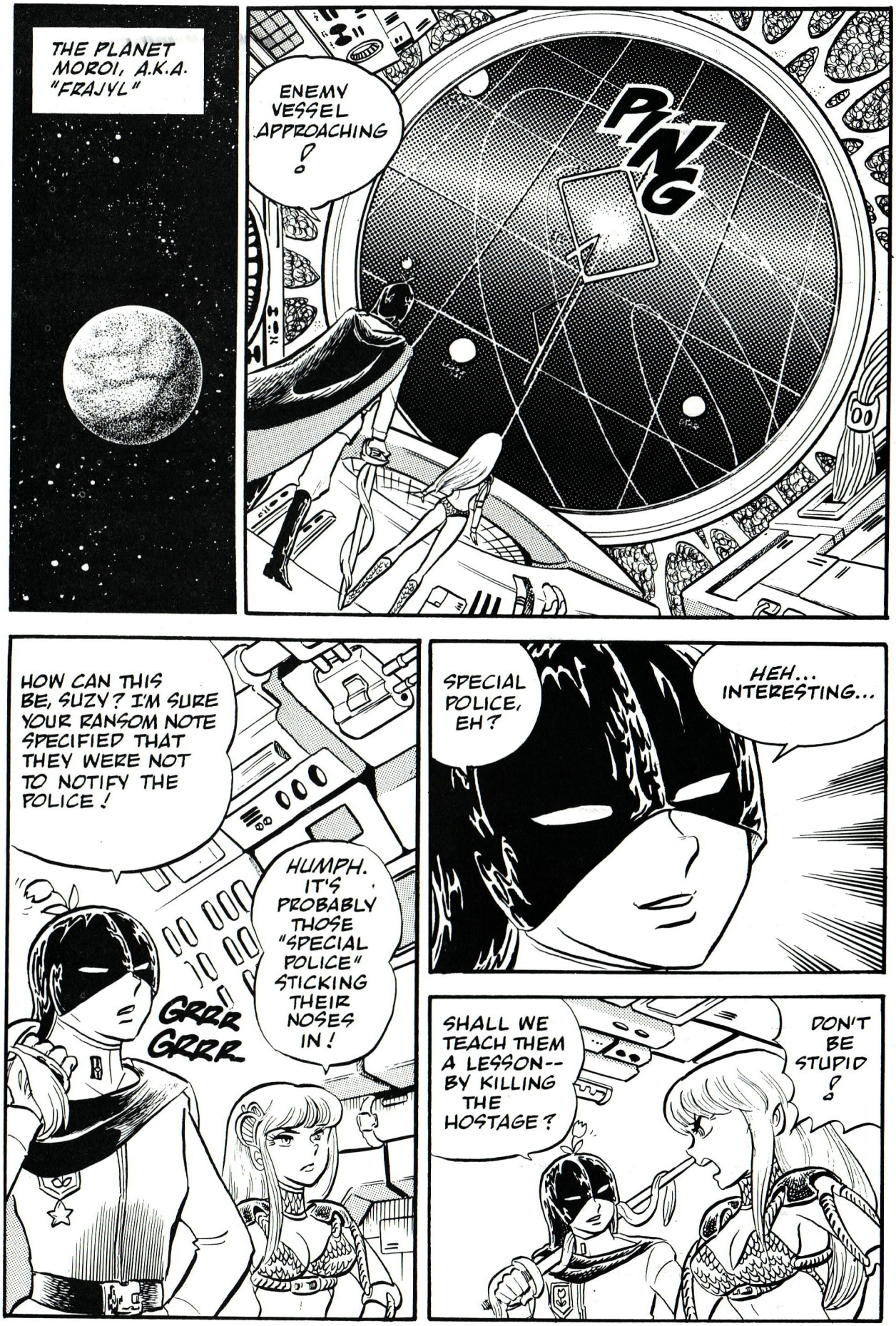

OH, KOGANEMARU! BE BRAVE!
I SHALL RESCUE YOU WITHOUT FAIL!

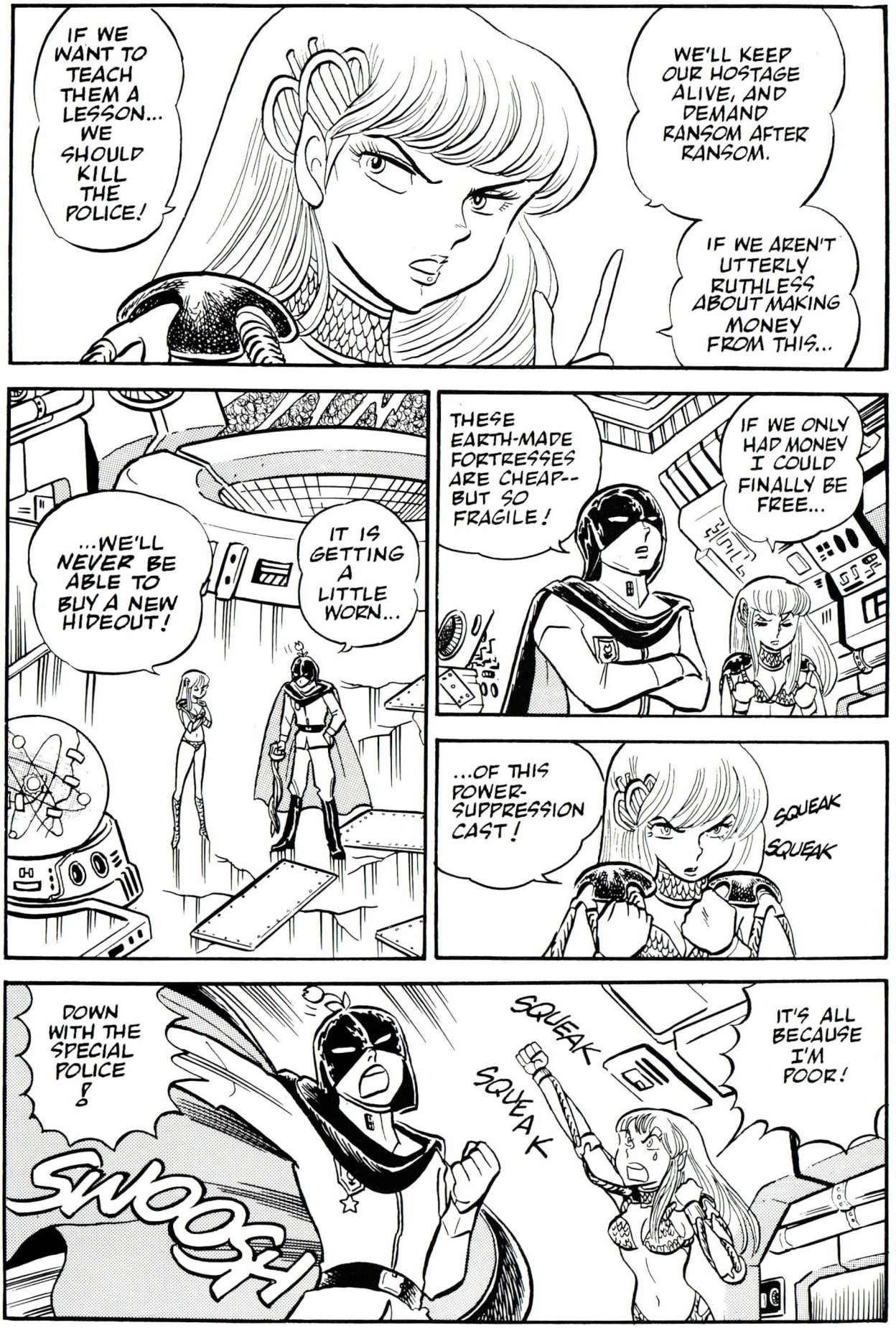

WHAT ARE YOU UP TO, MARIS?
DIDN'T YOU HEAR, MURPHY? THE SON OF AN ULTRA-RICH FAMILY!

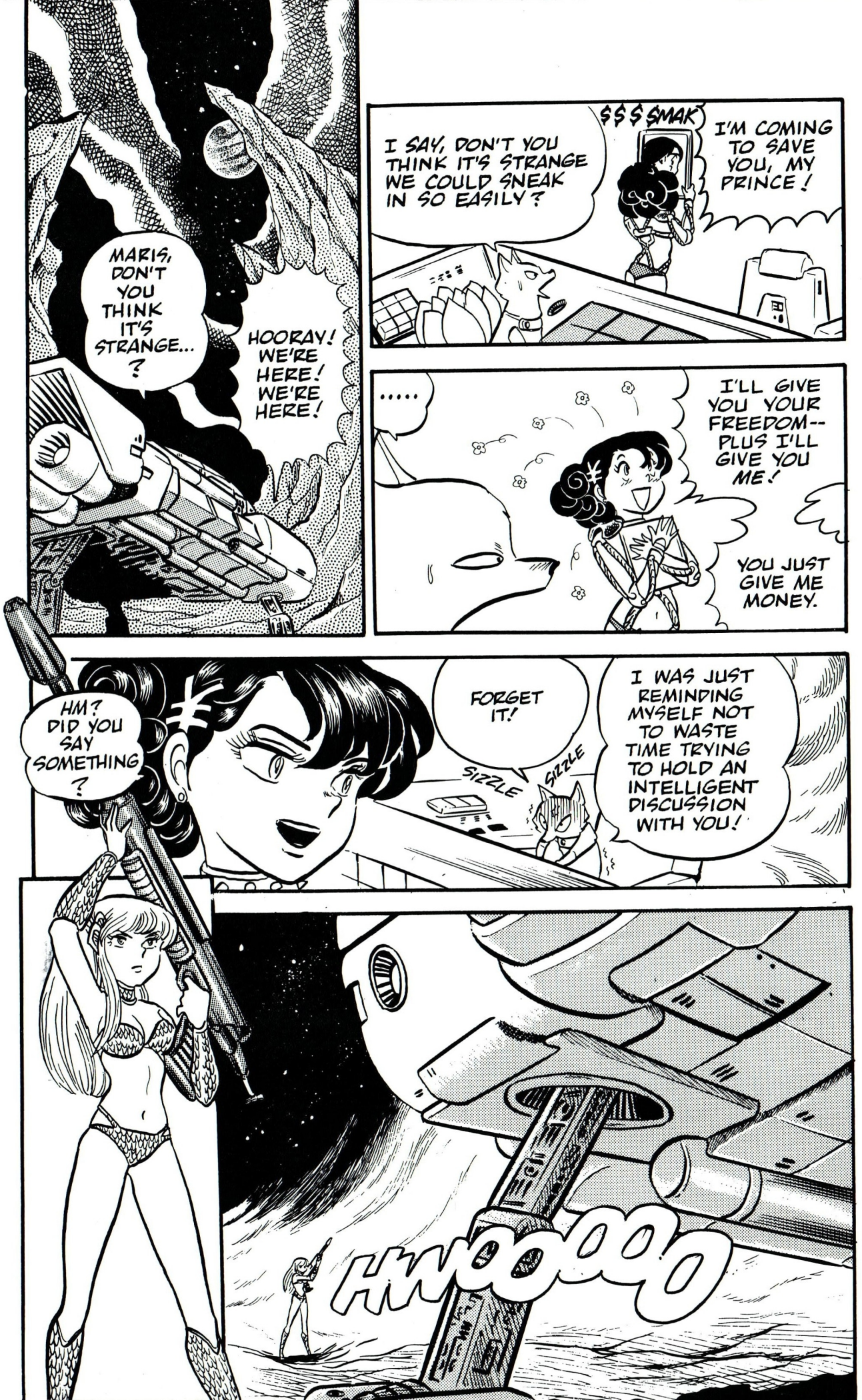
I OWE YOU MY LIFE! PLEASE MARRY ME!
OH, I DO!!

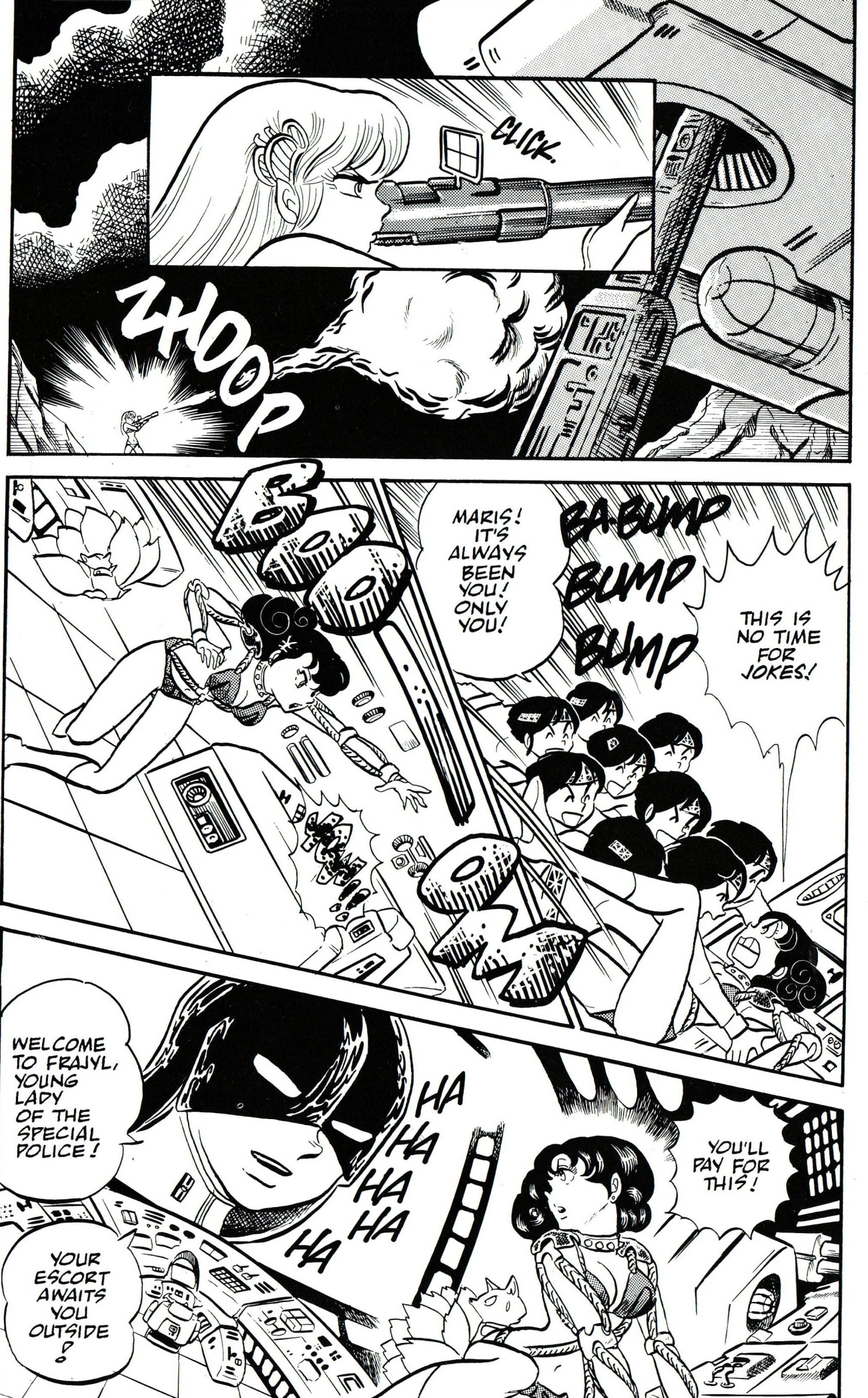

AND ONCE I'VE MARRIED HIM... THEY CAN PAY OFF ALL MY DEBTS!
GOODBYE TO VACATION-TIME JOBS!
YES! YES!
HMPH. SUCH AN IDEALIST.
THE DEBTS AREN'T MY FAULT ANYWAY. WHY DO THEY PUT ME IN ROCKETS MEANT FOR EARTHLINGS?
I'VE GOT SIX TIMES THE POWER OF ANY EARTHLING!
KLONG
JUST PAY FOR THOSE THREE SHIPS!
CLICK
AARGH!
FORCED TO WORK WITHOUT PAY... TO TAKE MISERABLE JOBS ON MY DAYS OFF...
SQUEAK SQUEAK
...TO WEAR THIS DEPRESSING "POWER-SUPPRESSION CAST." THE SPRINGTIME OF MY LIFE...
...IS DARKER THAN WINTER!
BOOM
KRAK
:AHEM:
OH, COME ON! IT'S JUST A LITTLE CRACK!
BANG BANG

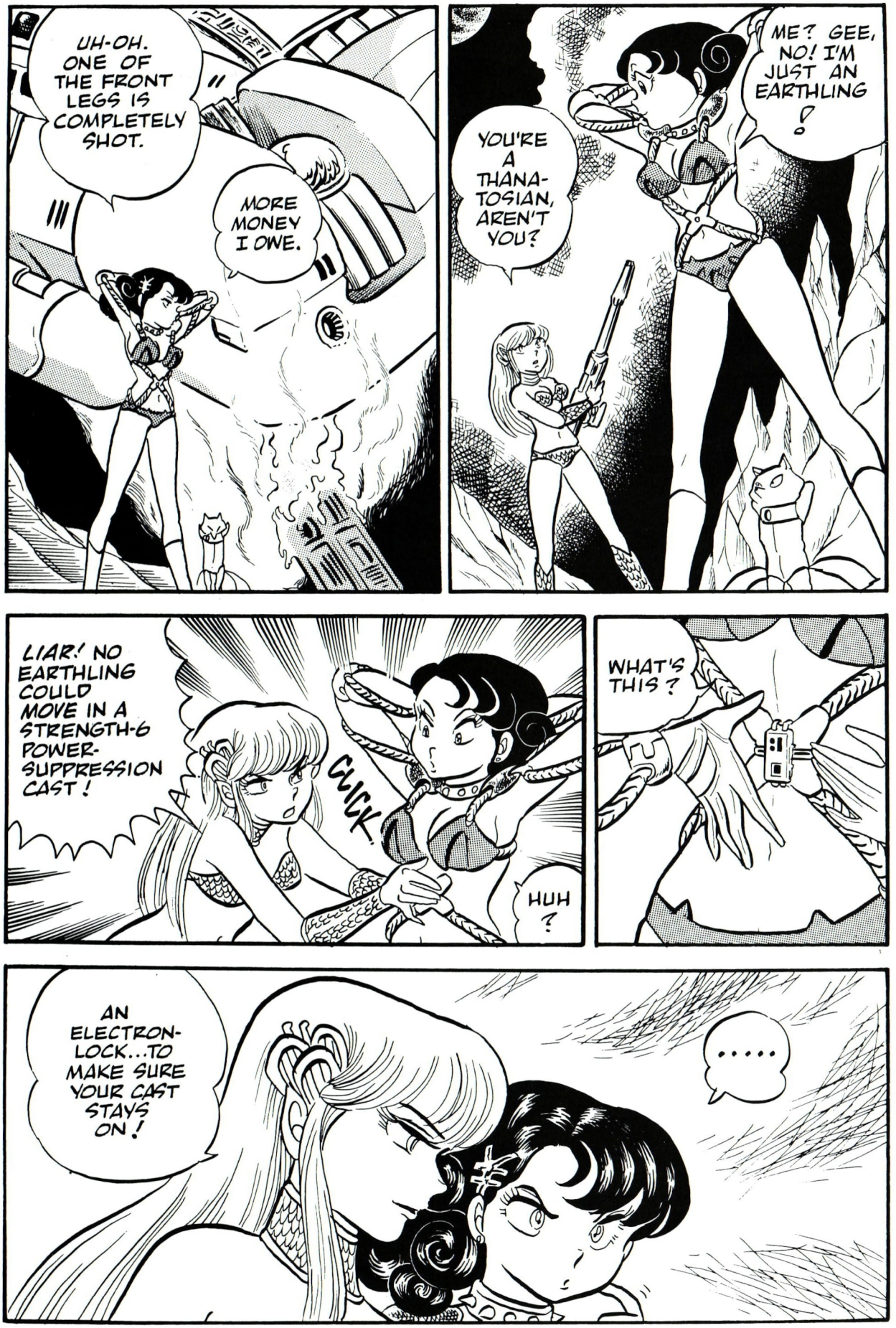
THIS IS THE END. IF I SUCCEED IN THIS MISSION, IT'S GOODBYE TO THIS TRAP!
WAIT FOR ME, MY PRINCE!
I'M SORRY, BUT WE'RE REALLY NOT COMPATIBLE.
HUH ?
DIFFERENT BACKGROUNDS!
HEY!
DON'T PUSH!
I NEED A WELL-BRED WOMAN !
YOU WANT MY MONEY !
THANATOSIAN BARBARIAN!
YOU AREN'T MY TYPE !
WHY, YOU--
OO, I HATE YOUR SHAPE-CHANGING !
WHHHHPP
SHOOM
BP
HEH HEH HEH

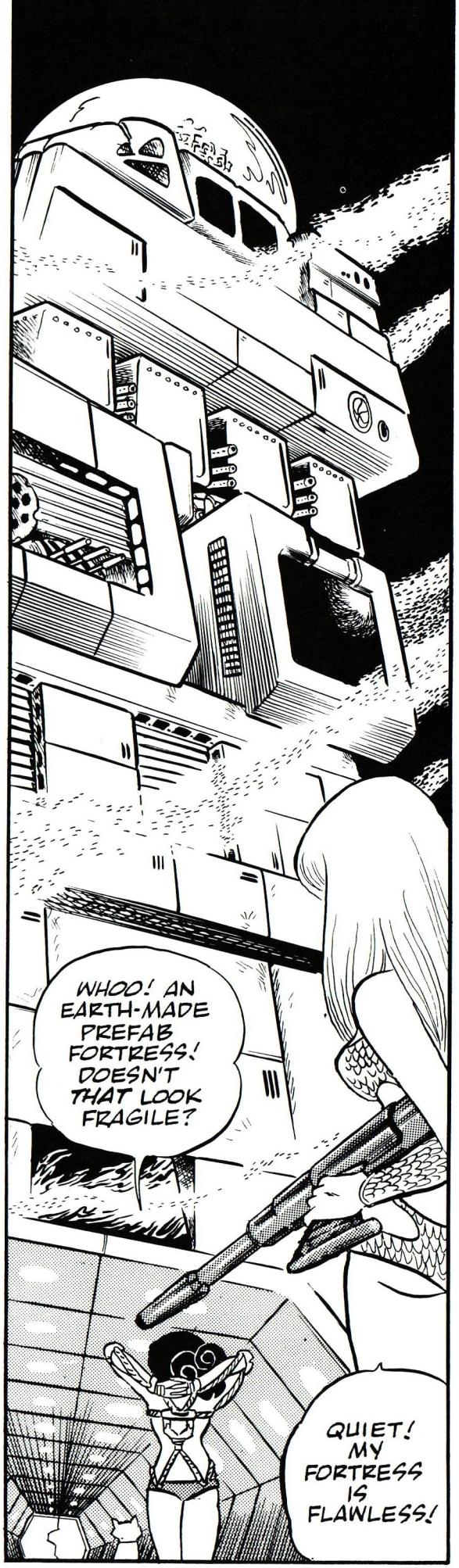

THE PLANET MOROI, A.K.A. "FRAJYL"
ENEMY VESSEL APPROACHING!
PING
HOW CAN THIS BE, SUZY? I'M SURE YOUR RANSOM NOTE SPECIFIED THAT THEY WERE NOT TO NOTIFY THE POLICE!
HUMPH. IT'S PROBABLY THOSE "SPECIAL POLICE" STICKING THEIR NOSES IN!
GRRR GRRR
SPECIAL POLICE, EH?
HEH... INTERESTING...
SHALL WE TEACH THEM A LESSON-- BY KILLING THE HOSTAGE?
DON'T BE STUPID!

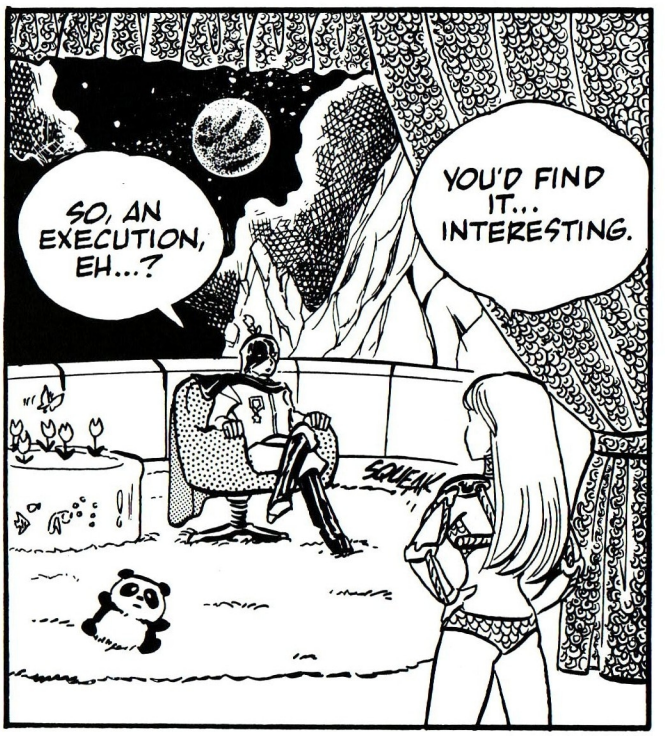

IF WE WANT TO TEACH THEM A LESSON... WE SHOULD KILL THE POLICE!
WE'LL KEEP OUR HOSTAGE ALIVE, AND DEMAND RANSOM AFTER RANSOM.
IF WE AREN'T UTTERLY RUTHLESS ABOUT MAKING MONEY FROM THIS...
...WE'LL NEVER BE ABLE TO BUY A NEW HIDEOUT!
IT IS GETTING A LITTLE WORN...
THESE EARTH-MADE FORTRESSES ARE CHEAP-- BUT SO FRAGILE!
IF WE ONLY HAD MONEY I COULD FINALLY BE FREE...
...OF THIS POWER-SUPPRESSION CAST!
SQUEAK
SQUEAK
DOWN WITH THE SPECIAL POLICE!
SWOOSH
SQUEAK
SQUEAK
IT'S ALL BECAUSE I'M POOR!

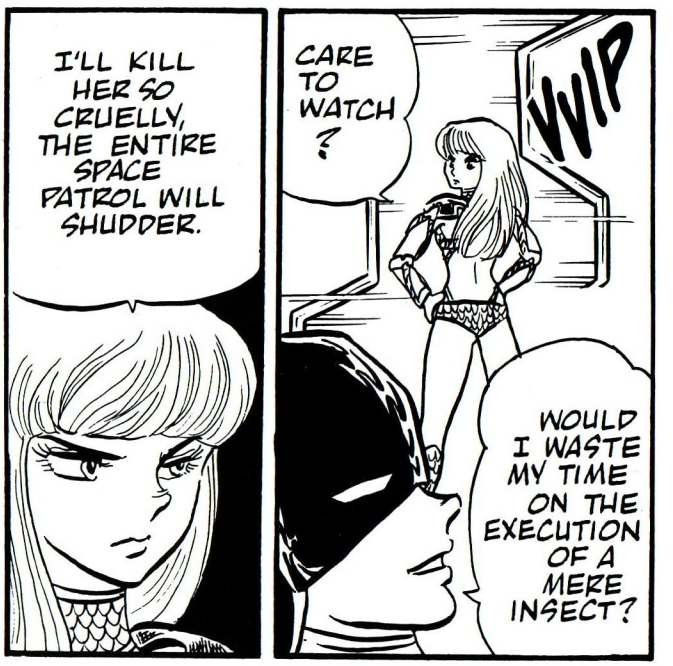

MARIS, DON'T YOU THINK IT'S STRANGE...?
HOORAY! WE'RE HERE! WE'RE HERE!
I SAY, DON'T YOU THINK IT'S STRANGE WE COULD SNEAK IN SO EASILY?
$$$ $MAK
I'M COMING TO SAVE YOU, MY PRINCE!
.....
I'LL GIVE YOU YOUR FREEDOM-- PLUS I'LL GIVE YOU ME!
YOU JUST GIVE ME MONEY.
HM? DID YOU SAY SOMETHING?
FORGET IT!
SIZZLE
SIZZLE
I WAS JUST REMINDING MYSELF NOT TO WASTE TIME TRYING TO HOLD AN INTELLIGENT DISCUSSION WITH YOU!
HWOOOOO

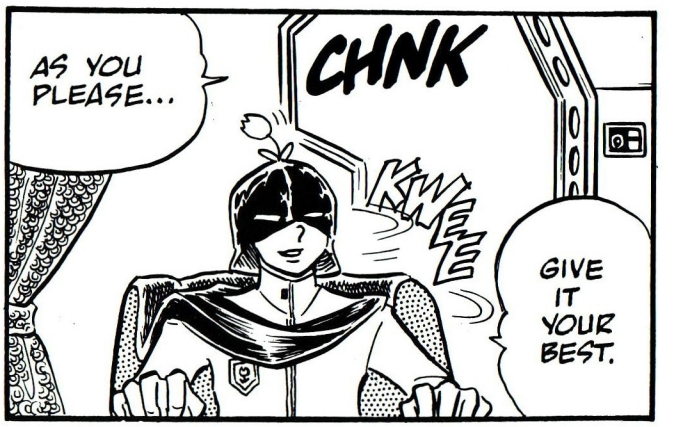

CLICK.
WHOOP
MARIS! IT'S ALWAYS BEEN YOU! ONLY YOU!
BA-BUMP BUMP BUMP
THIS IS NO TIME FOR JOKES!
WELCOME TO FRAJYL, YOUNG LADY OF THE SPECIAL POLICE!
HA HA HA HA HA
YOU'LL PAY FOR THIS!
YOUR ESCORT AWAITS YOU OUTSIDE!

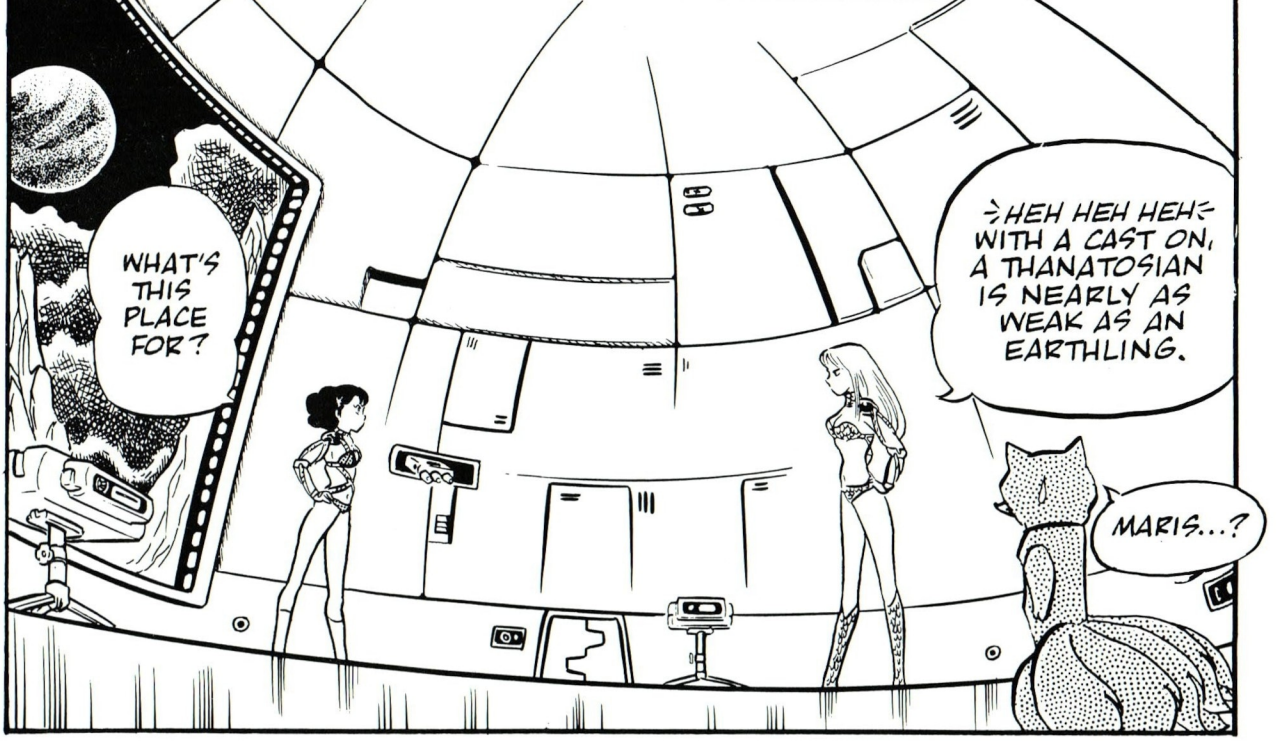

UH-OH. ONE OF THE FRONT LEGS IS COMPLETELY SHOT.
MORE MONEY I OWE.
YOU'RE A THANA-TOSIAN, AREN'T YOU?
ME? GEE, NO! I'M JUST AN EARTHLING!
LIAR! NO EARTHLING COULD MOVE IN A STRENGTH-6 POWER-SUPPRESSION CAST!
CLICK
HUH?
WHAT'S THIS?
AN ELECTRON-LOCK...TO MAKE SURE YOUR CAST STAYS ON!
.....

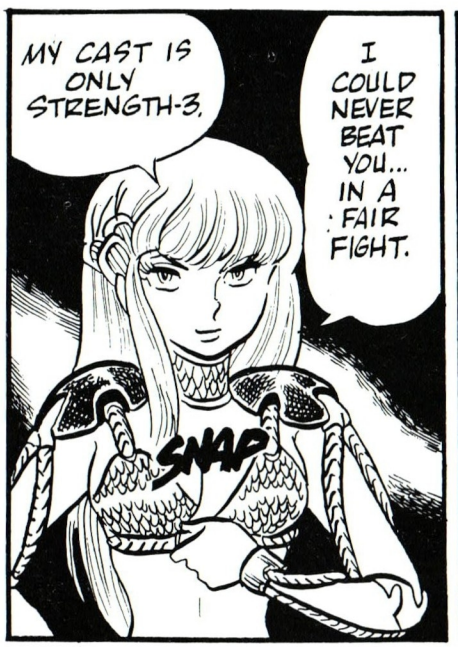

WHOO! AN EARTH-MADE PREFAB FORTRESS! DOESN'T THAT LOOK FRAGILE?
QUIET! MY FORTRESS IS FLAWLESS!

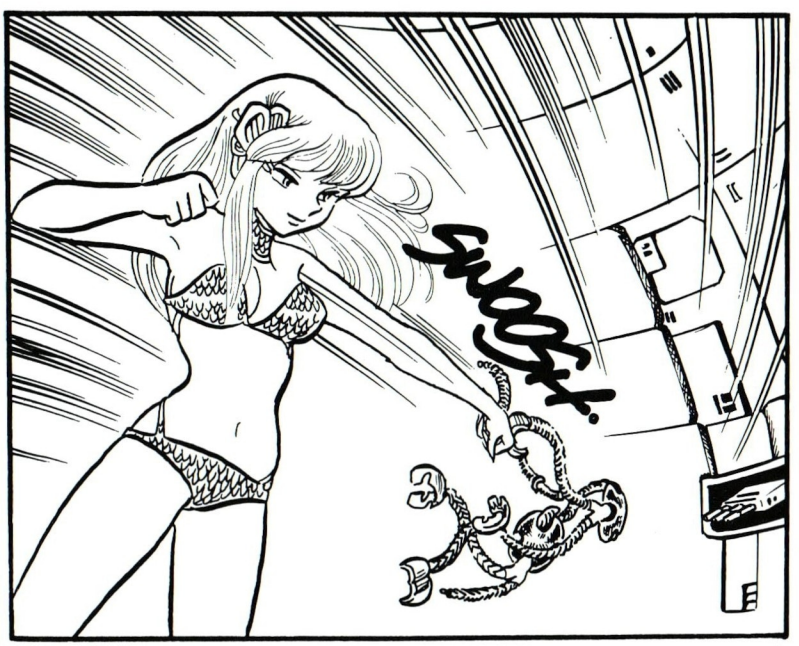

SO, AN EXECUTION, EH...?
YOU'D FIND IT... INTERESTING.
SQUEAK

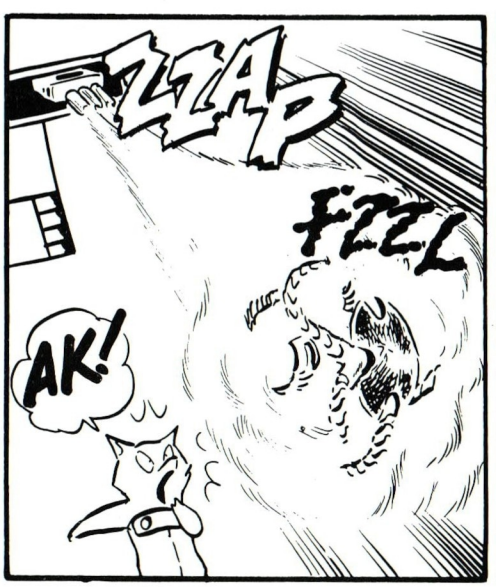

I'LL KILL HER SO CRUELLY, THE ENTIRE SPACE PATROL WILL SHUDDER.
CARE TO WATCH?
VVIP
WOULD I WASTE MY TIME ON THE EXECUTION OF A MERE INSECT?

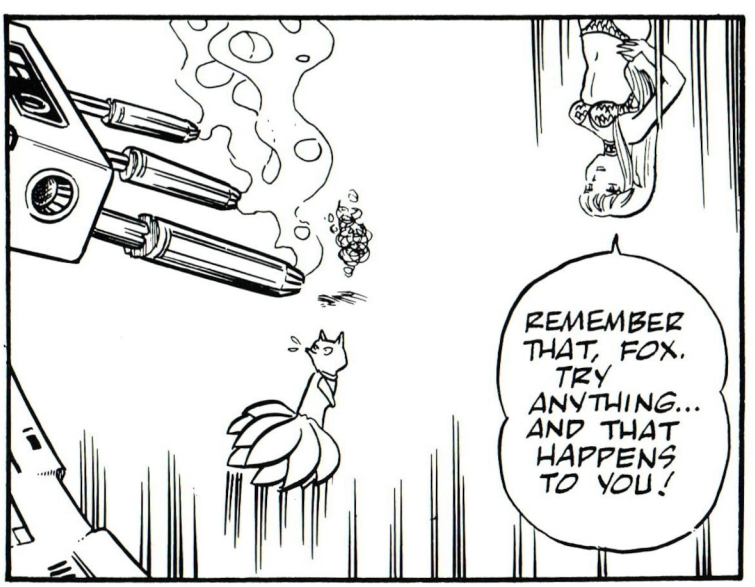

AS YOU PLEASE...
CHNK
KWEEE
GIVE IT YOUR BEST.

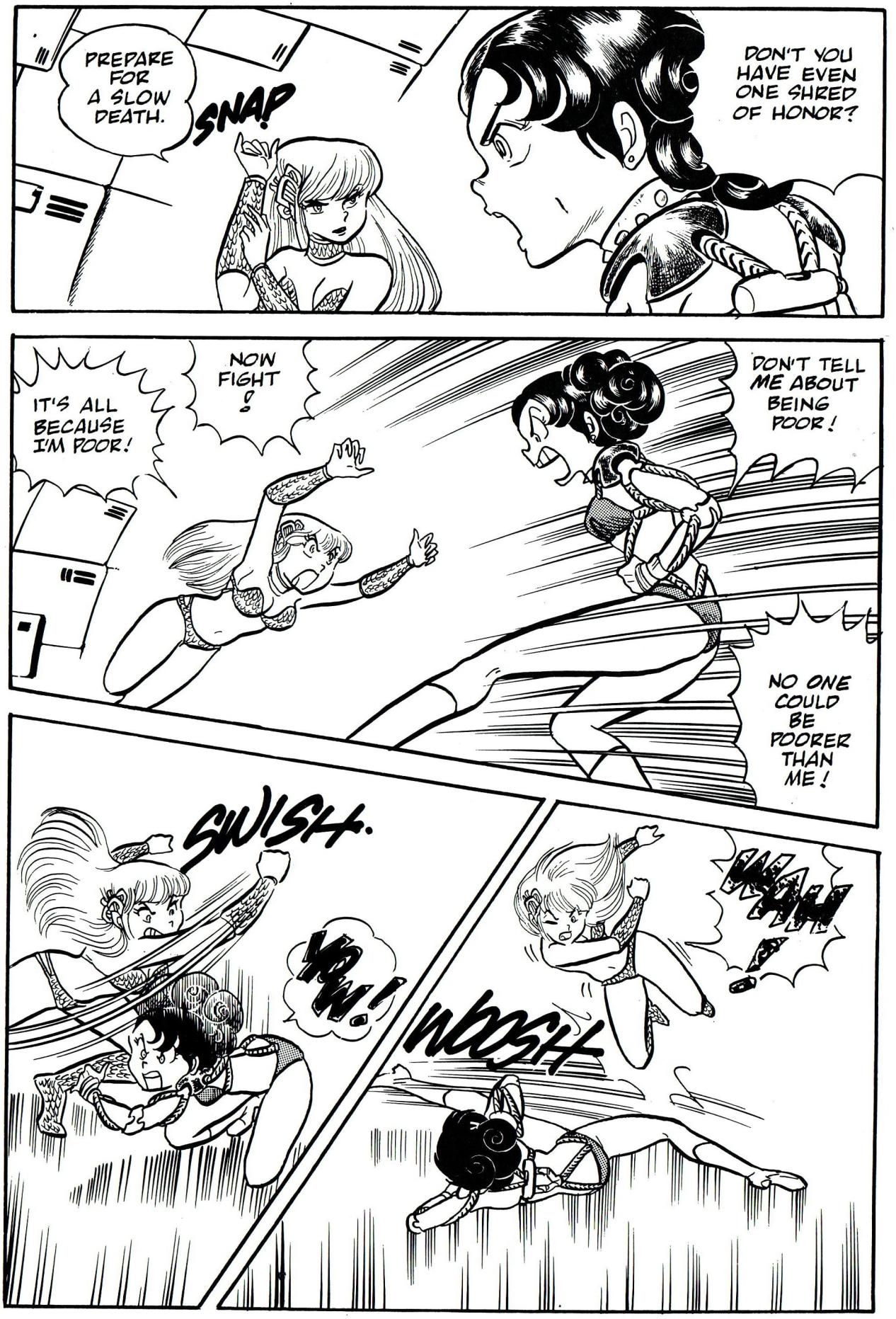

WHAT'S THIS PLACE FOR?
=HEH HEH HEH= WITH A CAST ON, A THANATOSIAN IS NEARLY AS WEAK AS AN EARTHLING.
MARIS...?

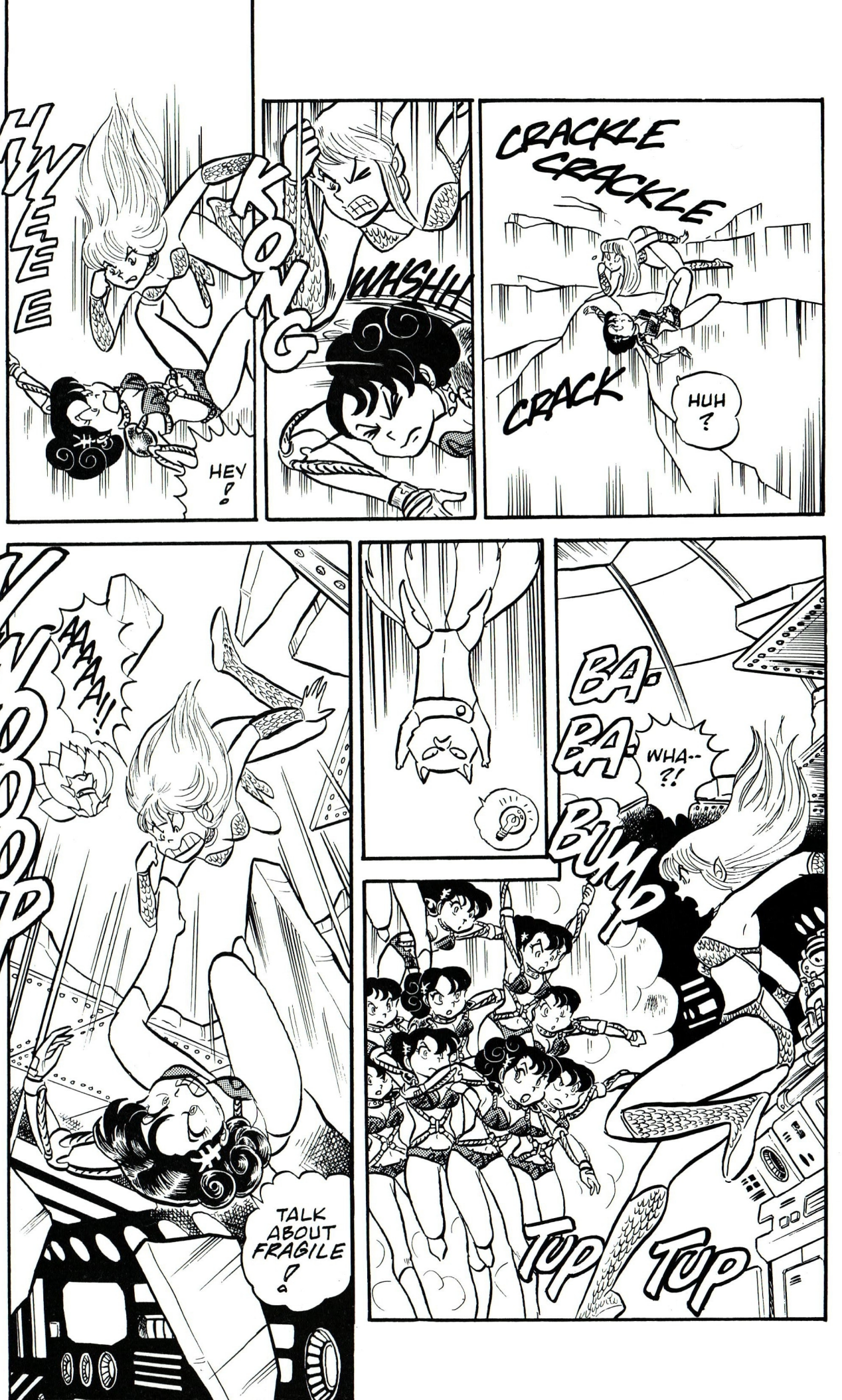

MY CAST IS ONLY STRENGTH-3.
I COULD NEVER BEAT YOU... IN A FAIR FIGHT.
SNAP

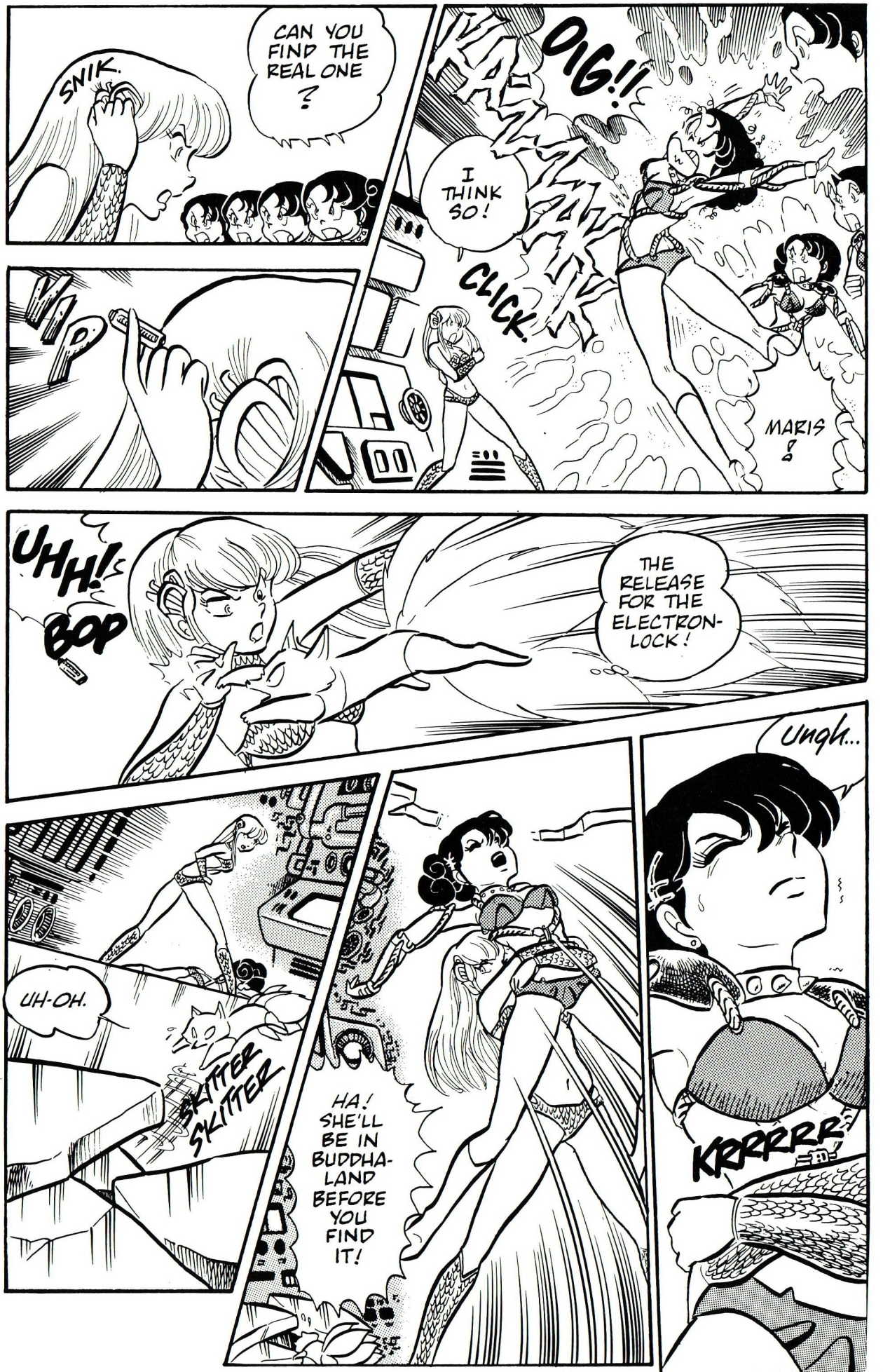

SWOOSH


FZZL
AK!

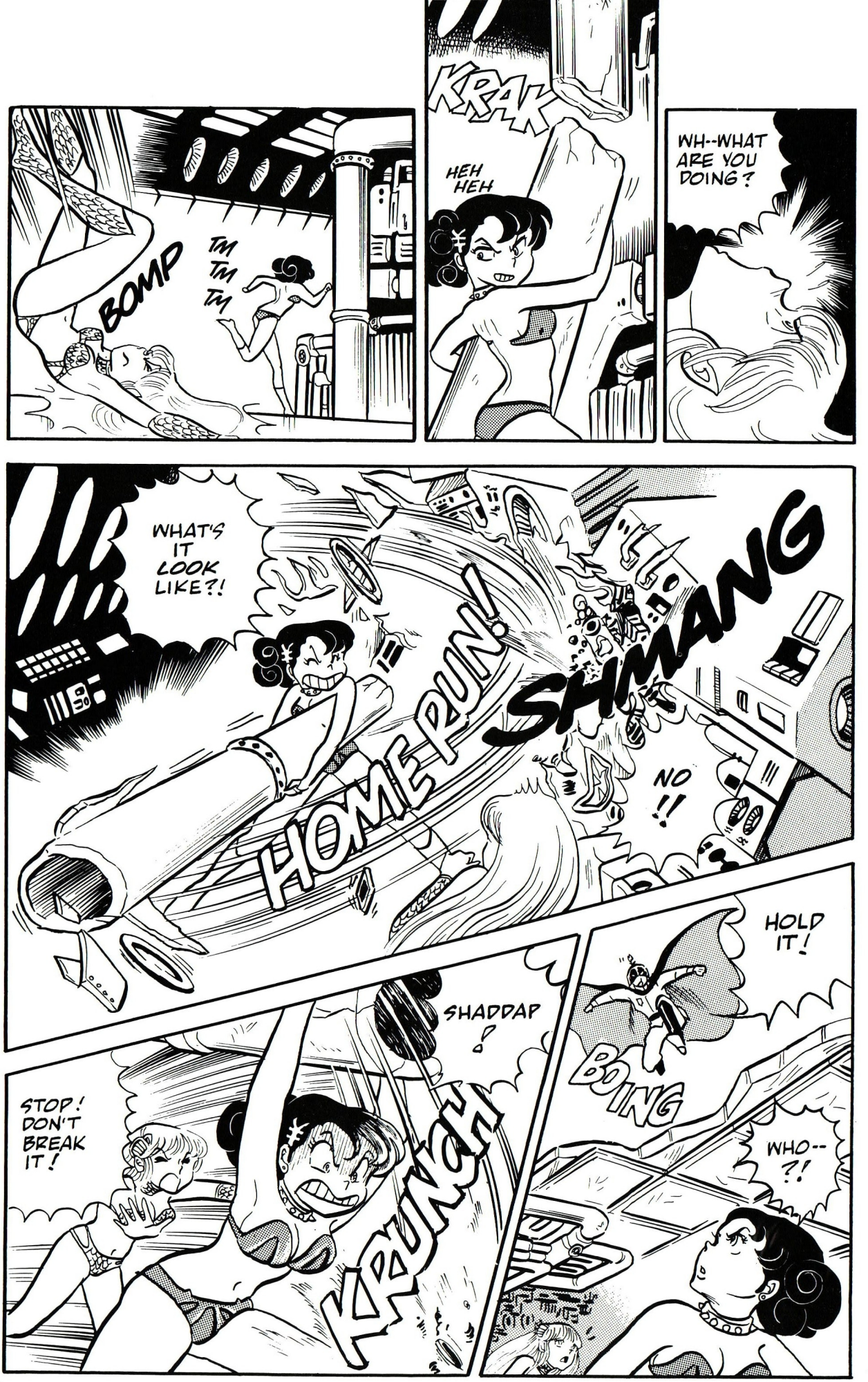

REMEMBER THAT, FOX. TRY ANYTHING... AND THAT HAPPENS TO YOU!

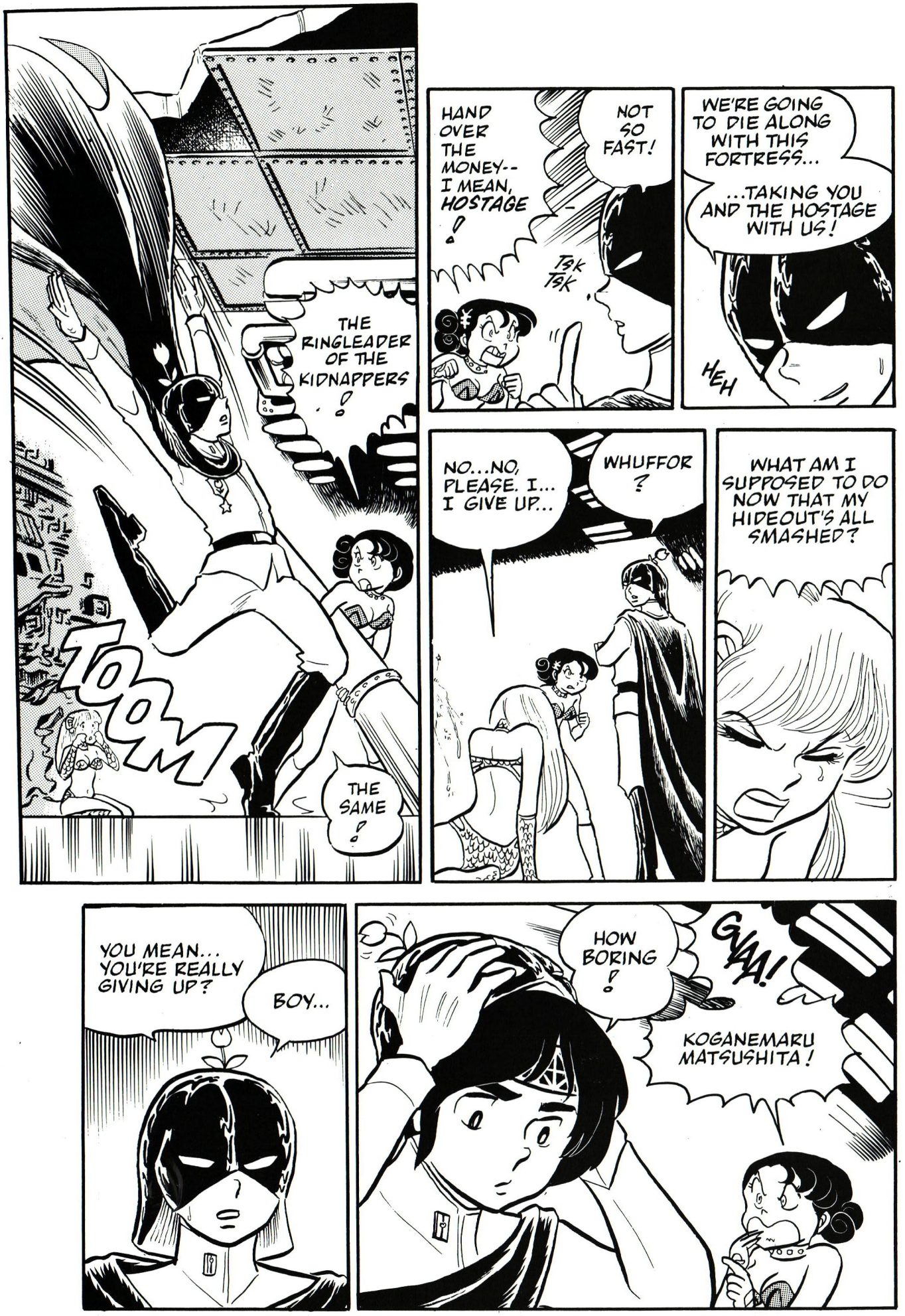

PREPARE FOR A SLOW DEATH.
SNAP
DON'T YOU HAVE EVEN ONE SHRED OF HONOR?
IT'S ALL BECAUSE I'M POOR!
NOW FIGHT!
DON'T TELL ME ABOUT BEING POOR!
NO ONE COULD BE POORER THAN ME!
SWISH.
WHOOSH
AAAH!


HWEEE
HEY!
KONG
WHSHH
CRACKLE CRACKLE
CRACK
HUH?
WOOOP
AAAAA!!
TALK ABOUT FRAGILE!
BA-BA-BUMP
WHA--?!
TUP TUP


SNIK.
CAN YOU FIND THE REAL ONE ?
I THINK SO!
OIG!!
CLICK.
MARIS !
UHH!
BOP
THE RELEASE FOR THE ELECTRON-LOCK!
Ungh...
UH-OH.
SKITTER SKITTER
HA! SHE'LL BE IN BUDDHA-LAND BEFORE YOU FIND IT!
KRRRRR

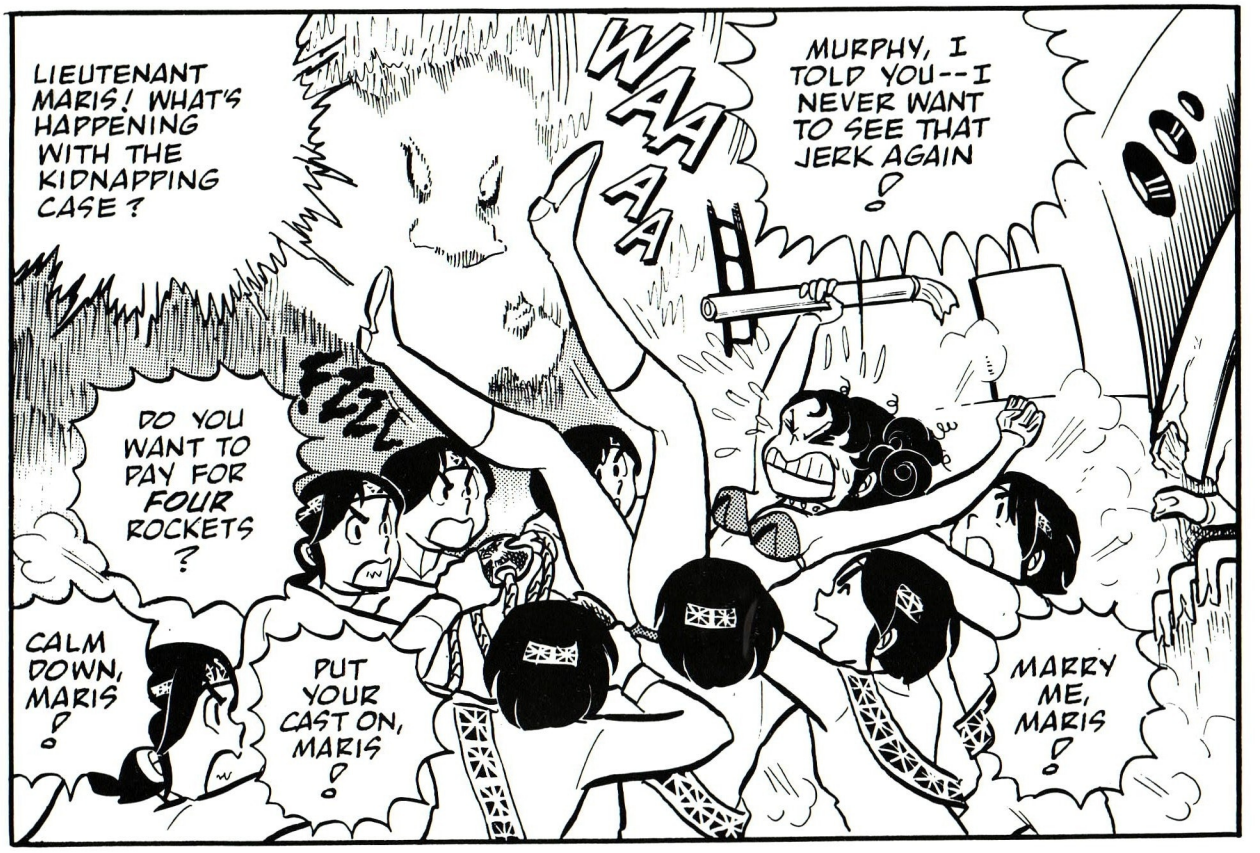
CAN'T... REACH IT...
CAN'T... LAST...
KRRR
GOT IT!
HUH--?
PLOK
SPRONG
YES! I'M FREE!
WHAP
VWOOM
FLANG


BOMP
TM TM TM
KRAK
HEH HEH
WH--WHAT ARE YOU DOING?
WHAT'S IT LOOK LIKE?!
HOME RUN!
SHMANG
NO !!
HOLD IT!
BOING
WHO-- ?!
SHADDAP !
KRUNCH
STOP! DON'T BREAK IT!


THE RINGLEADER OF THE KIDNAPPERS!
TOOM
THE SAME!
HAND OVER THE MONEY-- I MEAN, HOSTAGE!
NOT SO FAST!
TSK TSK
WE'RE GOING TO DIE ALONG WITH THIS FORTRESS...
...TAKING YOU AND THE HOSTAGE WITH US!
HEH
NO...NO, PLEASE. I... I GIVE UP...
WHUFFOR?
WHAT AM I SUPPOSED TO DO NOW THAT MY HIDEOUT'S ALL SMASHED?
YOU MEAN... YOU'RE REALLY GIVING UP?
BOY...
HOW BORING!
GYAA!
KOGANEMARU MATSUSHITA!

WHAT'S GOING ON HERE?
YOU TWO ARE IN CAHOOTS ?!
NO. I REALLY DID KIDNAP HIM, BUT... WELL...
I GOT SO BORED, I DECIDED I WANTED TO PLAY THE ROLE OF THE VILLAIN!
OO! HOW BRAVE! HOW DARING! HOW LIKE A QUADRILLIONAIRE!
OH, MY FORTRESS, MY FORTRESS...AND I EVEN WORE A CAST TO KEEP FROM DESTROYING IT...
BOO HOO
PLEASE, DON'T CRY.
YOU CAN BUILD A BETTER ONE!
I'LL GIVE YOU THE MONEY FOR IT!
WHAT ?
THEN YOU DON'T HATE ME?
WHY WOULD I? IT WAS FUN!
SUZY... WILL YOU MARRY ME?
FIZZLE
OH, I DO!!

WHAM BAM
WAAAAA


LIEUTENANT MARIS! WHAT'S HAPPENING WITH THE KIDNAPPING CASE?
WAAAAA
MURPHY, I TOLD YOU--I NEVER WANT TO SEE THAT JERK AGAIN!
FEEL
DO YOU WANT TO PAY FOR FOUR ROCKETS?
CALM DOWN, MARIS!
PUT YOUR CAST ON, MARIS!
MARRY ME, MARIS!

IT'S ALL BECAUSE I'M POOR!

The End!

Help Us Out and Win a Free Issue!

This is your page. In future issues, we'll fill it with your letters, questions, comments, results of readers' polls, contests and much, much more! But first of all, we need to come up with a name for this very important part of the magazine.

What's in a name? A free poster, that's what! Send us your suggestions and the one we like best will receive a glorious, oversized, full-color poster from the most eagerly anticipated anime release of the year, *Macross II*. The deadline for readers' page title submissions is **December 31, 1992**. Don't delay—enter today! Send your entries to:

ANIMERICA
"What's in a Name" Contest
c/o Viz Comics
P.O. Box 77010
San Francisco, CA 94107

Meanwhile, don't forget to send in your comments, suggestions and feedback on our Premiere Issue. This is your forum—we want to hear from you! Send your letters to:

ANIMERICA
Letters to the Editor
c/o Viz Comics
P.O. Box 77010
San Francisco, CA 94107

We're trying to determine who's reading ANIMERICA so we can serve you—and your anime needs—better. So let's get started!

NAME: AGE:
ADDRESS: SEX: M F

PLEASE LIST YOUR FIVE FAVORITE ANIME TITLES (MOST LIKED FIRST):
(1)
(2)
(3)
(4)
(5)

PLEASE LIST YOUR FIVE FAVORITE ANIME CHARACTERS (MOST LIKED FIRST):
(1)
(2)
(3)
(4)
(5)

AND NOW, YOUR FIVE FAVORITE MANGA TITLES (MOST LIKED FIRST):
(1)
(2)
(3)
(4)
(5)

APPROXIMATELY HOW MUCH DO YOU SPEND ON THE FOLLOWING EACH MONTH?
VIDEO CASSETTES: $_____ VIDEO GAMES: $_____
LASER DISCS: $_____ ANIME/MANGA MAGAZINES (JAPANESE): $_____
COMPACT DISCS: $_____ ANIME/MANGA MAGAZINES (ENGLISH): $_____
MANGA: $_____ MODELS or TOYS: $_____
COMICS: $_____ OTHER ANIME/MANGA MERCHANDISE:_____
WHAT/WHERE IS YOUR PRIMARY SOURCE FOR ANIME/MANGA MERCHANDISE?
_____
_____
_____

HOW MUCH TIME DO YOU SPEND VIEWING ANIMATION?_____hours per week
READING MANGA?_____hours per week

Thank you for your time. A random drawing will award twenty lucky readers with a free copy of our next issue, to be published monthly March '93. Send your completed questionnaires to:

ANIMERICA Readers' Poll
c/o Viz Comics
P.O. Box 77010
San Francisco, CA 94107

We look forward to hearing from you soon!

Monthly Readers' Page

In the Next Issue of ANIMERICA...!

ANIMERICA *goes monthly with our next issue in March '93! Be sure not to miss a single one of these exciting features!*

Anime Feature

Mobile Suit Gundam

History/Reviews/Background—All You Need to Know About Gundam, *Focusing on the Latest Entry,* Mobile Suit Gundam 0083, "Stardust Memory"

Including: An Exclusive Interview with ***Yoshiyuki "Father of Gundam" Tomino***

Manga Features

The First Chilling Installment in the Horror Masterpiece

THE MERMAID'S FOREST

Partake of the mermaid's flesh, the legend says, and you'll live forever. But what happens when you don't want to be immortal anymore? Soon to be released as a subtitled OAV from U.S. Manga Corps™, Mermaid's Forest *is a uniquely macabre tale from manga wunderkind* ***Rumiko Takahashi.*** *An* ANIMERICA *exclusive*

Second Installment in the Dark World of Bubblegum Crisis

AD POLICE

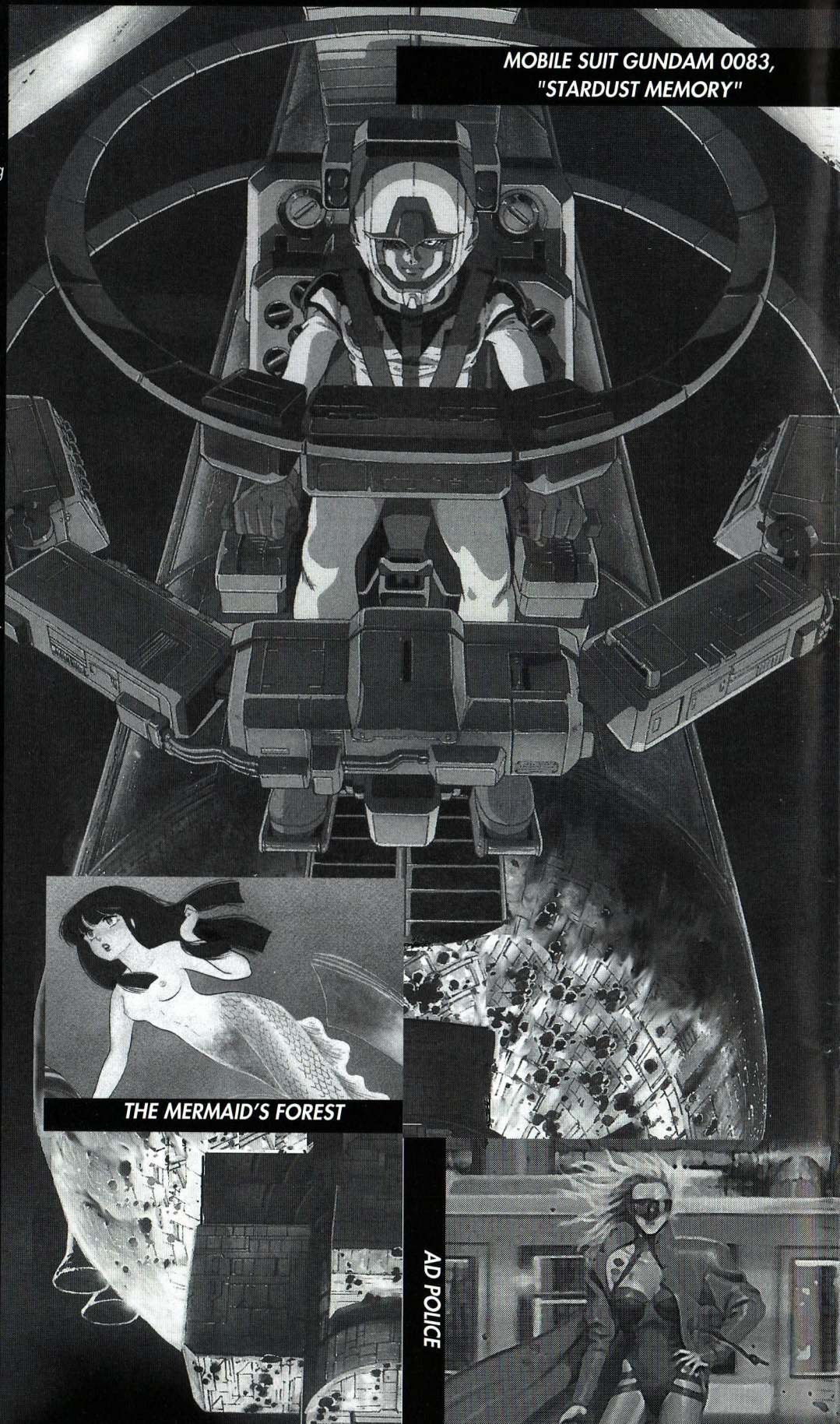
The cyberpunk action continues with the Advanced Defense Police's fight against the evil Genom conglomerate. Based on the popular OAV series of the same name by ***Tony Takezaki.*** *Another* ANIMERICA *exclusive*

PLUS...

The Latest News from Japan and America
Reviews of the Hottest Subtitled and Dubbed Anime Titles
New Developments in the World of Manga
First Results of our Readers' Poll and...
Much, Much More!

Vol. 1, No. 1 of ANIMERICA, *Anime & Manga Monthly* Ships

March 2, 1993!

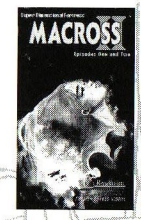


US Renditions

Japanese Animation Home Video Line

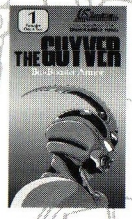
ENGLISH DUBBED VIDEOS
PRODUCED BY L.A. HERØ

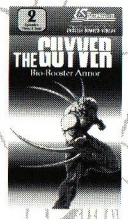
ENGLISH SUBTITLED VIDEOS



SUPER DIMENSIONAL FORTRESS, MACROSS II
2 volumes, two 30 min episodes per volume.
Eighty years have passed since the Zentraedi war. The descendents of *Macross* are threatened by new alien aggressors. Once again the *SDF-01 Macross* must arise to defend humanity. Designs by series co-creator Haruhiko Mikimoto.
Contains profanity.

SUPER DIMENSION CENTURY, ORGUSS
2 volumes, three 30 min episodes on Vol. 1; two 30 min episodes on Vol. 2.
Kei Katsuragi of the Freedom Space Corps is thrown through time into a strange future world. He must battle hostile forces using his transformable fighter, *Orguss*. From the creators of *Macross*.
Contains profanity, violence, slight nudity.

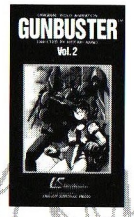


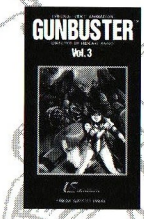


BIO-BOOSTER ARMOR, GUYVER
2 volumes, two 30 min episodes per volume.
Sho Fukamachi accidently fuses with the alien armor *Guyver*. Now he must battle corporate evil and biomorphic Zoanoids in order to survive! Based on the comic by Yoshiki Takaya.
Contains violence.

FIGHT! ICZER-ONE
2 volumes, two 30 min episodes on Vol. 1(Acts 1 & 2); one 45 min episode on Vol. 2 (Act 3).
Nagisa Kano is an ordinary Japanese school girl. Suddenly, she is thrust into the middle of an invasion by the alien C'thuwulf. To survive she must become the partner of Earth's defender, *Iczer-One*! Created by Toshihiro Hirano (*Dangaio, Megazone 23*) Dub produced by U.S. Renditions.
Contains nudity & profanity.

MEMBER PRICES APPLY ONLY TO BOOKS NIPPAN FAN CLUB MEMBERS. Add $12.00 to join and take advantage of the member prices now.

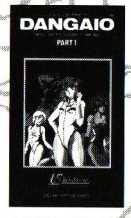




GUNBUSTER-Aim for the Top!
3 volumes, two 30 minute episodes per tape.
Noriko Takaya is a young girl in the Earth Space Force. She is chosen to co-pilot the *Gunbuster*, the ultimate fighting machine. Noriko must defend Earth from aliens!
Contains nudity.

***APPLESEED* ova feature 70 minutes.**
Based on Masamune Shirow's cyberpunk comic series. SWAT team members Deunan and Briareos battle bioroid terrorists in the post-apocolyptic world of Olympus. Contains violence.

***BLACK MAGIC M-66* ova feature 60 minutes.**
Masamune Shirow's story of a military android who wants to terminate a young girl. Creator Shirow directed this acclaimed animation feature.
Contains nudity and violence.



DANGAIO Parts 1, 2, & 3
3 volumes, one episode per tape, 45 min each.
Four young psychics must battle the Bunker space pirates . They are aided by their psionically powered mecha, *Dangaio!* Designs by Shoji Kawamori of *Macross*.
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